Changelog

Updates

February 24, 2016

- Added codes for handheld version of the game.

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Super Hero Training

Story Mode

If you're new to the Super Hero business, then you're in the right place. Take some time to familiarize yourself with the information in this chapter and you'll be ready to take on every challenge thrown your way throughout the course of Story Mode and Free Play.

LEGO Marvel's Avengers drops you into the thick of the action immediately. You control each of the Avengers during the Prologue, and then meet the core of S.H.I.E.L.D. in the first of many "Hub Transit" missions that occur between many levels.

Your first time through each level takes place in Story Mode. The characters available for use are limited. You are free to use any of the preselected characters and may switch (or "tag") freely between them. These characters possess the skills needed to meet the objectives of the level, but they lack the abilities to uncover every collectible. Collecting everything is reserved for Free Play.

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Super Hero Training

Free Play Mode

Once you complete a level in Story Mode, Free Play mode is unlocked for that level. In Free Play, you may choose to play as any character you've unlocked and put their skills to use in claiming every collectible.

> *THE COLLECTOR AND RED BRICKS*

A unique Free Play feature is the presence of the otherworldly being known as The Collector. When you complete a task for The Collector, your reward is a Red Brick. There's more about Red Bricks later in this section.

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Super Hero Training

Hubs

You get a preview of the game's Hubs between many Story Mode levels, but there's more to each Hub that you can explore when you travel to it via Space.

Solving puzzles and/or completing quests awards Character Tokens or Gold Bricks. Additional Character Tokens are earned through completing missions or defeating a villain in a fight. Finally, there are two racing challenges in each Hub. Complete the races to unlock different vehicles.

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Super Hero Training

Manhattan

There's always something going on in Manhattan! Think of Manhattan as a Super Hub. It's a free-roaming area where you complete missions, solve puzzles, race, and battle villains. Not just super villains but also random encounters with run-of-the mill criminals stealing purses and cars.

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Super Hero Training

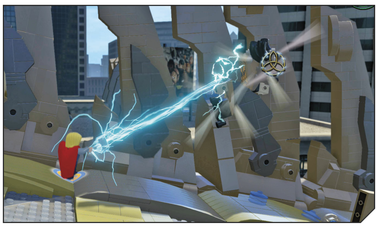
Super Feats

There's more to being a Super Hero than choosing an inspirational name and donning a colorful costume. You must use your mind and your muscles if you want to save the day.

ABILITIES >>>

Abilities are the special powers or gadgets possessed by characters that put the "super" in Super Hero. Flying, unleashing energy blasts, and using your mind to control objects and people are a small selection of the abilities you'll need to utilize.

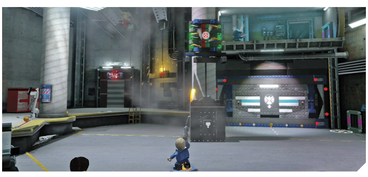
Some characters have a special ability tied to the Use or Attack buttons. These abilities are the keys to finding all the collectibles and hitting 100% completion. Many of these abilities can be used to take out your foes, but others are used to overcome hazards. Two examples of these abilities are Captain America ducking behind his shield to deflect incoming attacks (Shield Mode), and Nick Fury using S.H.I.E.L.D. tech to go into an undetectable Stealth Mode.

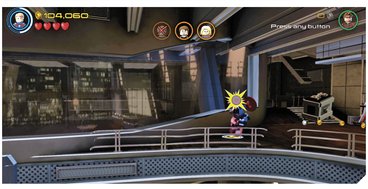


FIGHTING >>>

When it comes to battling the bad guys, you can count on two things: They won't give up easily, and you must battle waves and waves of underlings before reaching head honchos. It's a good thing your Super Hero team comes prepared to fight!

Every character has basic punch and combination attacks. Many characters have additional attacks, ranging from Hawkeye's arrows to Iron Man's missiles to the guns carried by agents of S.H.I.E.L.D. When characters have a ranged attack, the attack they use depends on how close a target is when you press the Attack button.





Ranged Attacks

When a character has a ranged ability, you can often use it in two ways. First, tap the Attack button to shoot in the direction your character is facing. If you hold the Attack button, a reticle appears on the screen. Move the reticle around to acquire targets (you can target more than one item/enemy) and release the button to fire at each marked target.

Combo Attacks

These yellow button prompts appear whenever your hero is in close quarters with an opponent. When you press the indicated button, your hero begins a string of attacks that finish off all but the most powerful of enemies. The best part about Combo Attacks is they add to your Multiplier while freezing the Multiplier countdown.

Team-Up Moves

While you're in battle, watch for two types of blue prompts. The first is a wide dotted line connecting two heroes. When those two heroes are close enough, the line becomes a blue button prompt. Press the indicated button to begin a powerful Team-Up move that devastates nearby enemies.

While any two characters can perform a simple Team-Up move, time spent working together means the Avengers know a number of different Team-Up moves. Spend some time in Free Play with different combinations of Avengers and have fun with the results!

> **SPECIAL MOVE METER**

The outside ring of your character's portrait is divided into three segments. Dealing damage to enemies or objects while in combat adds to the meter. The meter sticks with the player, so switching characters will not decrease the meter.

One full segment is required to perform a Combo Attack. You need all three segments full to perform Team-Up Moves. Damage done during the attack or move adds to your meter, so you may be able to perform multiple moves quickly.

ATTACKING THE ENVIRONMENT >>>

Not only can you attack villains but you can also (and should!) attack objects. While it may seem more villainous than heroic, smashing everything on the screen is how you discover hidden bricks, paths, and studs (the currency used in LEGO games).

> **SPECIAL BRICKS**

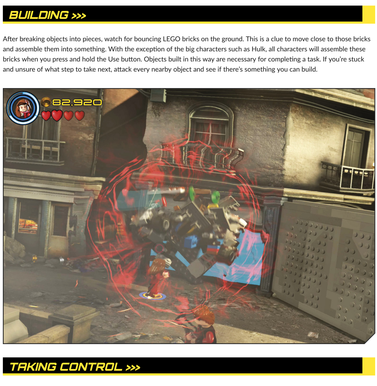
Objects built from certain types of LEGO bricks can't be destroyed by normal attacks. They require special abilities, which only certain characters possess.

Translucent blue bricks must be shattered with sonic attacks, like Hawkeye's Sonar Arrows. Gold bricks require heat-based attacks, such as Iron Man's Heat Beam. To destroy silver bricks, you need an explosive attack, like the missiles fired by Iron Patriot. Cosmic-powered characters, such as Grandmaster, must be called in to handle rare black LEGO bricks.

Most objects and studs fade away shortly after they appear, but some bricks remain no matter how long you wait. In fact, they'll wiggle and bounce to get your attention, which leads to...

BUILDING >>>

After breaking objects into pieces, watch for bouncing LEGO bricks on the ground. This is a clue to move close to those bricks and assemble them into something. With the exception of the big characters such as Hulk, all characters will assemble these bricks when you press and hold the Use button. Objects built in this way are necessary for completing a task. If you're stuck and unsure of what step to take next, attack every nearby object and see if there's something you can build.



TAKING CONTROL >>>

Not every wall can be run through and not every area can be reached by flying. Sometimes you must resort to levers, buttons, switches, Technology Panels, and S.H.I.E.L.D. Access Terminals to open the path ahead.

Any character can use levers, buttons, and switches, but only certain ones have the knowledge or security clearance needed to use Technology Panels and S.H.I.E.L.D. Access Terminals. Electricity Panels, which can be charged by heroes with an electrical ability (think Thor's hammer), are related to these controls. If you have a control that isn't working, look around for an Electricity Panel and give it a jolt.

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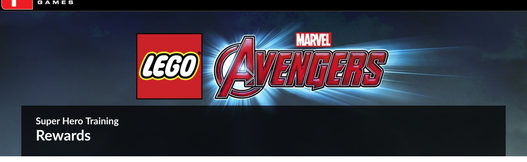

Super Hero Training

Rewards

Beyond the feeling of satisfaction from stopping the bad guys, there are rewards you can earn while doing your good deeds.

STUDS >>>

Studs act as currency in LEGO games. You need them to purchase the characters, vehicles, and cheats unlocked while playing through the game. Studs are found everywhere. Even when you don't see any studs, attack an object in the area and it will most likely turn into studs. The color of a stud indicates its base value.

Silver studs increase your stud count by 10.

Gold studs increase your stud count by 100.

Blue studs increase your stud count by 1,000.

Purple studs increase your stud count by 10,000.

To increase the total value of the studs you collect, boost your multiplier. The multiplier appears underneath your active character's portrait. Build your multiplier by defeating enemies quickly.

The multiplier begins with a x2 value and can grow up to x10. The number in the multiplier is how much the value of the studs increases. For example, picking up a blue stud (base value 1,000) with a x5 multiplier results in your stud count going up by 5,000.

The multiplier decreases by one each time the circle around the number goes completely black. The circle begins as blue and changes to red when the multiplier is about to decrease.

> TRUE AVENGER

Each of the fifteen Story Mode levels has a True Avenger stud count target. When you reach that target stud count, the game rewards you with a Gold Brick. To make this an easier task, build your multiplier before picking up any studs in an area.

MINIKITS >>>

Minikits are glowing, canister-like objects with blinking lights. Every Story Mode level has 10 Minikits, meaning there are 150 in total. When you collect all the Minikits on a level, you earn a Gold Brick and a special Comic Book Cover featuring members of the Avengers.

RED BRICKS >>>

Available only in Free Play, Red Bricks are your reward for helping The Collector obtain a special item. Red Bricks unlock cheats that you must then purchase and activate.

Each time you hand over the proper item to The Collector in Free Play mode, your reward is a Red Brick. Each Red Brick unlocks a new cheat for purchase when you visit The Collector's Room, accessed by in the S.H.I.E.L.D. Helicarrier.

Cheat	Description	Cost (studs)	Obtained
Attract Studs	Characters collect studs from farther away than normal	100000	Available immediately
Studs x2	Doubles the number of studs the player collects	1,000,000	Struck Off the List
Studs x4	Multiplies the number of studs the player collects by 4	2,000,000	A Loki Entrance
Studs x6	Multiplies the number of studs the player collects by 6	4,000,000	Rail HYDRA
Studs x8	Multiplies the number of studs the player collects by 8	6,000,000	Shakespeare in the Park
Studs x10	Multiplies the number of studs the player collects by 10	8,000,000	Helicarrier Havoc
Disguises	Places characters in Stan Lee's glasses, nose, and mustache	200000	Available immediately
Fast Fix	Repairs are completed faster	600000	Avengers Assemble
Character Token Detector	Colored arrows on the HUD mark directions of Character Tokens on your radar	500000	Earth's Mightiest
Gold Brick Detector	Colored arrows on the HUD mark directions of Gold Bricks on your radar	1,000,000	Lack of Insight
Minikit Detector	Colored arrows on the HUD mark where Minikits are located in levels	500000	Ready A.I.M. Fire
Stan Lee in Peril Detector	Colored arrows on the HUD mark directions of Stan Lee on your radar	250000	Lost in the Aether
Quest Detector	Colored arrows on the HUD mark directions of missions on your radar	300000	No Strings On Me
Fast Build	Characters build LEGO even faster	1,000,000	Anger Management
Fast Dig	Dig up objects faster	500000	Korea Prospects
Collect Ghost Studs	Studs used to guide you through areas become collectible	250000	Rise of Ultron
Target 2nd Player	You can target the character controlled by the 2nd player	1,000,000	Available immediately
Unlimited Avengers Team-Up Moves	Special Move Meter always filled	500000	Collect all Red Bricks

GOLD BRICKS >>>

Gold Bricks are important collectibles that can be obtained in many ways. There are 250 Gold Bricks to acquire in the game. You earn Gold Bricks by:

Completing a level in Story Mode

Achieving the True Avenger target in a level

Collecting all 10 Minikits in a level

Finding Stan Lee in Peril and saving him

Solving puzzles in Hubs (7 in each) and in Manhattan (140 total).

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Super Hero Training

Getting 100% Completion

As you play through LEGO Marvel's Avengers, the game keeps track of your progress, showing the percentage of the game completed. To get to 100%, you must do the following:

Obtain every collectible in Story Mode levels, Hubs, and Manhattan (Minikits, Gold Bricks, and Red Bricks)

Hit the True Avenger target for all Story Mode levels

Save Stan Lee in Peril 35 times (15 in Story Mode, 7 in Hubs, and 13 in Manhattan)

Unlock and purchase all 196 characters in the game (plus 50 characters unlocked by completing the story)

Unlock and purchase all 63 vehicles in the game.

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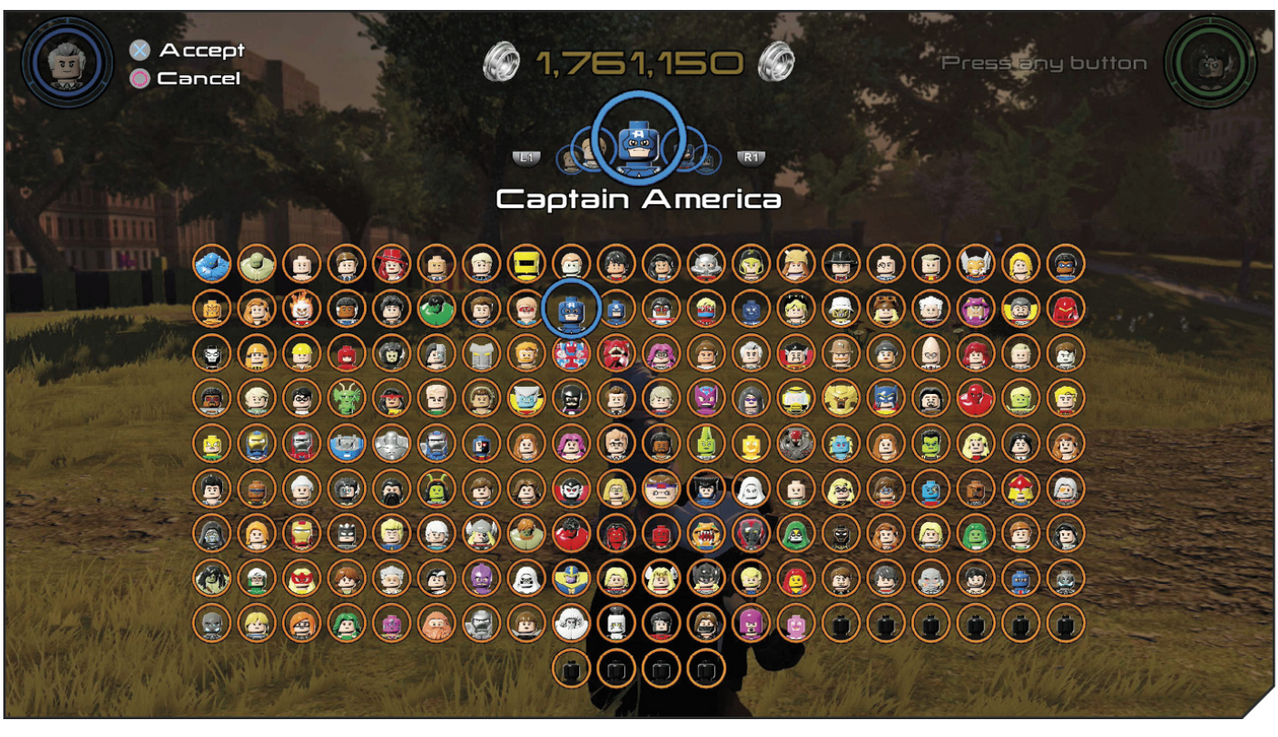
LEGO MARVEL AVENGERS

Characters

Unlocking Characters

You unlock characters in several ways. Characters used in Story Mode are yours to use, free of charge. Loki becomes available for purchase (125,000 studs) after you complete Earth's Mightiest. Ultimate Ultron, unlocked when you first complete Ultron Undone, costs 500,000 studs.

Some characters are unlocked when you find their character tokens in Story Mode levels, in hubs, and around Manhattan. You also pick up character tokens when you defeat some villains in hubs or Manhattan. Finally, some characters ask you to undertake a mission on their behalf. Regardless of how you get characters' tokens, you must also spend studs to activate them.



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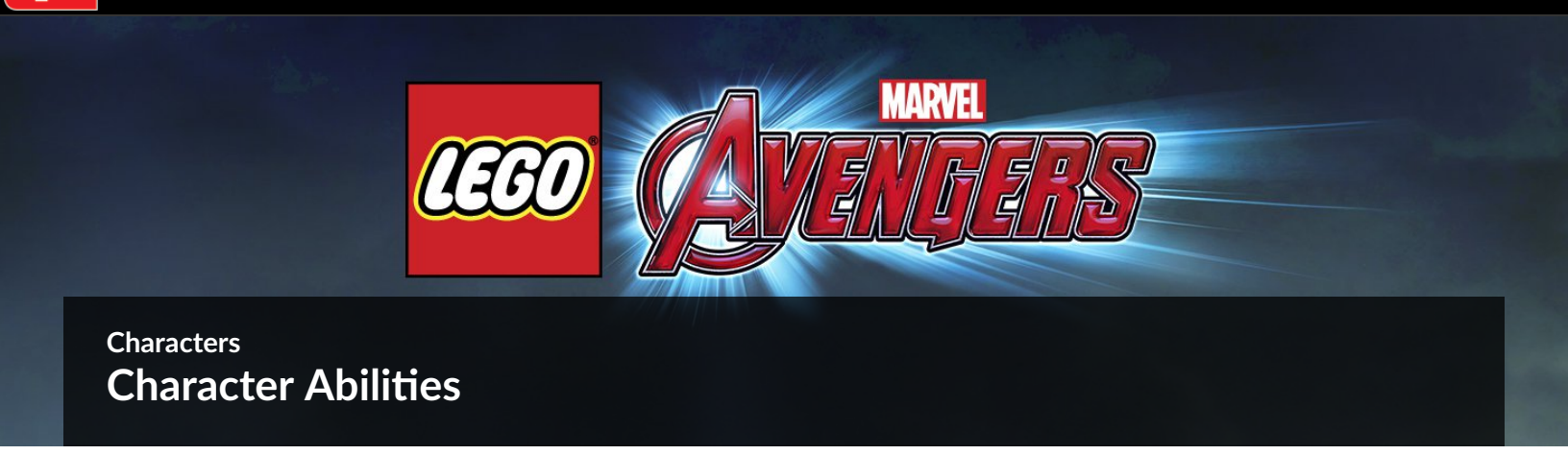

Characters

Character Abilities

Most heroes possess at least one ability from the following table. Use the following table to learn more about abilities.

Ability	Description
Agile	All Agile characters can use grip walls and Twirl Poles. Some Agile characters are able to double jump.
Beam	Beam attacks are ranged abilities that persist until you stop pressing the button used to activate it. Characters cannot move while using a Beam attack. Beam is the only way to cut through a Gold LEGO wall.
Big	Big characters are so large that they cannot move in smaller areas, use levers, ride in vehicles, or assemble LEGO bricks into new objects.
Black LEGO	Barely a handful of characters are capable of manipulating black LEGO bricks.
Blue LEGO	The character uses a sonic-based attack to shatter objects built from blue LEGO bricks.
Charged Attack	Hold the Use button to charge up a special attack (most often a spinning attack), then release the button to begin the attack.
Climb	Super strong characters dig their fingers into many smooth surfaces to pull themselves up to higher areas.
Cracked	Only characters with this ability can break through the cracked bricks that sometimes appear on walls and floors.
Debris Pick-Up	In certain locations, these characters can rip up a chunk of the ground and use it as a club or projectile.
Decoys	Hold the Use button to summon game-controlled duplicates or subordinates. Only one pair can be active at a time.
Defensive Shield	Tap the Use button to put up a shield. Energy fields (such as Nova's) keep characters safe. Physical shields (like Captain America's) are held in front of characters to keep them safe and they can be used to extinguish fires.
Deflect (Bullet)	Characters deflect incoming bullets so long as they aren't in the middle of another action.
Deflect (Laser)	Characters deflect incoming laser blasts so long as they aren't in the middle of another action.
Dig	Watch for special dig spots. Some are locations to dig up something from under the ground. Others are tunnel locations, which allow characters to reach otherwise blocked locations.
Electricity	Certain characters project electricity (some must charge up first) as an attack or into Electricity Panels, to activate them.
Flight	Several characters possess the ability to fly through the air and hover. Press the jump button twice to start flying.
Flight (Boosted Launch)	Hold the Jump button to get a burst of speed at take-off. May be available only in Hubs.
Glide	Hold the Jump button while falling to glide.
Gold LEGO (cut)	Heat-Based Beam attacks that cut through walls built from gold LEGO bricks.
Gold LEGO (melt)	Heat-based beam and arrow attacks melt gold LEGO objects, but not walls.
Grapple	These characters can pull on grapple handles for a variety of benefits.
Grate	A handful of characters are able to change their body shape or size to fit through Grates that lead to locations not accessible in any other way.
HYDRA Access	Characters with this attribute can use S.H.I.E.L.D. Access Terminals a second time. Watch for the logo on the ground in front of the terminal to change.
Ice	The ability to freeze enemies, put out fires, and freeze puddles of water into useful objects.
Immunity	Immunity grants resistance to specific hazards. A rare few characters are resistant to everything, even damage.
Jump Attack	Most characters have a standard jump attack, but characters with the Jump Attack attribute perform a more powerful attack, such as Captain America landing on his shield.
Mind Control	Allows characters to dominate the minds of targets with "?" symbols over their head.
Projectile	Projectiles are single-shot, ranged attacks. Tapping the attack button results in rapid shots and allow your character to continue moving. Holding the attack button brings up a targeting icon, which allows precision shots.
Regen	Regen slowly restores health to characters after they take damage.
S.H.I.E.L.D. Access	S.H.I.E.L.D. Access Terminals recognize characters with this attribute.
Scan	Using technology or special senses, these characters can reveal otherwise hidden bricks or objects.
Shield Switch	Captain America's shield acts as the key to unlock the red, white, and blue objects found throughout the game.
Silver LEGO	These characters possess explosive attacks that break objects built with silver LEGO bricks.
Stealth	Stealthy characters can become undetectable by security cameras and enemies.
Super Jump	Hold the jump button to charge a higher than normal leap into the air.
Super Strength	Super Strength allows characters to pick up vehicles and pull Green Strength Handles.
Swing	The character uses special devices to swing above the ground.
Tech	These characters can operate Technology Panels.
Telekinetic Power	Characters with Telekinetic Power manipulate specially-marked objects. They also assemble objects with their mind instead of their hands.
Thrown Weapon	Hold the attack button and select a target or group of targets. Your character will throw whatever weapon they carry (an axe, or shield), which then hits the selected targets and returns. While the weapon is in the air, your character's attack becomes basic punches.
Transform	A few characters can transform from one character to another. For example, Bruce Banner can transform into the Hulk and back.
Vehicle Pick-Up	These characters are strong enough to pick up vehicles and carry them around.

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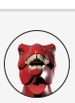
Characters

Icon	Character	Level Found	Unlocked	Cost	Abilities
	A-Bomb	HUB: Sokovia	Find Token	80000	Transform (Rick Jones), Big, Cracked, Immunity (Fire/Toxic Goo), Climb, Super Jump, Super Strength, Jump Attack, Stealth
	Rick Jones	N/A (A-Bomb Transformation)			Transform (A-Bomb), Agile (Double Jump, Twirl Pole, Wall Jump)
	Abomination	Avengers Assemble	Find Token	75000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Absorbing Man	A Loki Entrance	Find Token	5000	Charged Attack, Jump Attack, Regen
	Agent Carter	Anger Management	Story Mode	N/A	Projectile, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access
	Agent Carter (Retired)	Manhattan	Mission	45000	Projectile, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access
	Agent Coulson	Hub Transit, S.H.I.E.L.D. Base	Story Mode	N/A	Projectile, S.H.I.E.L.D. Access, Silver LEGO, Tech
	Agent Coulson (Destroyer Gun)	Helicarrier Havoc	Story Mode	N/A	Beam, Projectile, Gold LEGO (melt), S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Agent Sitwell	HUB: S.H.I.E.L.D. Base	Mission	25000	Projectile, Scan, HYDRA Access
	Agent Williams	A Loki Entrance	Story Mode	N/A	Projectile, S.H.I.E.L.D. Access
	A.I.M. Agent	HUB: Malibu	Find Token	5000	Projectile
	Aldrich Killian	Ready A.I.M. Fire	Find Token	85000	Beam, Projectile, Decoys, Scan, Gold LEGO (melt), Immunity (Fire), Regen, Tech, Gold LEGO (cut)
	Amadeus Cho	HUB: Malibu	Mission	150000	Beam, Projectile, Deflect (Bullet), Scan, Electricity, Repair, Gold LEGO (melt), Jump Attack, Tech, Gold LEGO (cut)

	America Chavez	Avengers Assemble	Find Token	70000	Deflect (Bullet), Cracked, Agile (Twirl Pole, Wall Jump), Flight, Immunity (Projectiles/Fire/Toxic Goo), Flight (Boosted Launch), Super Strength, Jump Attack, Grate
	Ant-Man (Classic)	Manhattan	Mission	250000	Transform (size change), Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Grate, Stealth, Tech
	Ares	Shakespeare in the Park	Find Token	40000	Thrown Weapon, Deflect (Bullet), Cracked, Charged Attack, Super Strength, Jump Attack, Regen
	Arkon	HUB: Asgard	Find Token	55000	Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Regen, Defensive Shield, Silver LEGO
	Arnim Zola	Rail HYDRA	Find Token	90000	HYDRA Access, Tech
	Arnim Zola (Classic)	HUB: Washington, D.C.	Mission	150000	HYDRA Access, Tech
	Baron Strucker	Hub Transit, Baron Strucker's Castle	Story Mode	N/A	Projectile, Decoys, HYDRA Access
	Batroc	Lack of Insight	Find Token	10000	Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack
	Bengal	HUB: Sokovia	Find Token	500000	Deflect (Bullet), Cracked, Scan, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Grate
	Beta-Ray Bill	HUB: Asgard	Mission	25000	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Electricity, Flight, Jump Attack
	Beth the Waitress	Manhattan	Mission	10000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack
	Black Goliath	HUB: South Africa	Find Token	175000	Transform (size change), Scan, Repair, Tech
	Black Widow	Shakespeare in the Park	Story Mode	N/A	Projectile, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Stealth, Tech
	Black Widow (A: AoU)	Struck Off the List	Story Mode	N/A	Projectile, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Electricity, Jump Attack, S.H.I.E.L.D. Access, Stealth, Tech
	Blazing Skull	HUB: Washington, D.C.	Mission	250000	Beam, Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Gold LEGO (melt), Immunity (Fire), Jump Attack, Regen, Gold LEGO (cut)
	Blue Marvel	Manhattan	Mission	175000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Scan, Electricity, Flight, Gold LEGO (melt), Immunity (Full), Charged Attack, Flight (Boosted Launch), Super Strength, Jump Attack, Regen, Silver LEGO, Gold LEGO (cut)
	Brock Rumlow	Lack of Insight	Story Mode	N/A	Projectile, Scan, Grapple, HYDRA Access, Tech
	Bruce Banner	Shakespeare in the Park	Story Mode	N/A	Transform (Hulk), Tech
	Bruce Banner (A: AoU)	Struck Off the List	Story Mode	N/A	Transform (Hulk (A: AoU)), Tech

	Hulk	Earth's Mightiest	Story Mode	N/A	Transform (Bruce Banner), Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Hulk (A: AoU)	Struck Off the List	Story Mode	N/A	Transform (Bruce Banner (A: AoU)), Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Bucky Barnes	Rail Hydra	Story Mode	N/A	Projectile, Grapple, Silver LEGO
	Bucky Barnes (Classic)	HUB: Washington, D.C.	Mission	50000	Projectile, Grapple, Silver LEGO
	Butterball	HUB: Barton's Farm	Mission	250000	Deflect (Bullet), Immunity (Full), Charged Attack, Jump Attack, Regen
	Captain America	Shakespeare in the Park	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Captain America (A: AoU)	Struck Off the List	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Captain America (Classi c)	Rail Hydra	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Captain America (No Helmet)	Helicarrier Havoc	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Captain America (A: AoU No Helmet)	No Strings On Me	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Steve Rogers (Civilian)	Hub Transit, Manhattan (Gym)	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, S.H.I.E.L.D. Access, Defensive Shield, Shield Switch
	Steve Rogers (Gym)	Hub Transit, Manhattan (Gym)	Story Mode	N/A	Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access
	Steve Rogers (Boxing Gloves)	Rail Hydra	Story Mode	N/A	Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access
	Captain America (Bucky)	Earth's Mightiest	Find Token	150000	Projectile, Thrown Weapon, Deflect (Bullet), Deflect (Laser), Grapple, Defensive Shield, Shield Switch
	Captain America (Sam Wilson)	HUB: Washington, D.C.	Find Token	150000	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Flight, Grapple, Super Jump, Jump Attack, Defensive Shield, Shield Switch
	Captain Britain	HUB: Washington, D.C.	Mission	250000	Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Flight, Jump Attack, Defensive Shield
	Captain Universe	Struck Off the List	Find Token	75000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Scan, Electricity, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Flight (Boosted Launch), Jump Attack, Regen, Telekinetic Power, Gold LEGO (cut)

	Chase	HUB: S.H.I.E.L.D. Base	Find Token	30000	Beam, Projectile, Deflect (Bullet), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Electricity, Gold LEGO (melt), Jump Attack, Gold LEGO (cut)
	Chitauri Tourist	Earth's Mightiest	Find Token	20000	Projectile
	Cloud 9	Manhattan	Mission	100000	Beam, Projectile, Agile (Twirl Pole, Wall Jump), Flight, Jump Attack, Stealth
	The Collector	N/A	Collect Every Red Brick	250000	Beam, Projectile, Deflect (Bullet), Gold LEGO (melt), Mind Control, Regen, Defensive Shield, Gold LEGO (cut)
	Cottonmouth	HUB: Barton's Farm	Find Token	75000	Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack
	Count Nefaria	Anger Management	Find Token	500000	Beam, Projectile, Deflect (Bullet), Cracked, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Super Strength, Jump Attack, Mind Control, Regen, Tech, Telekinetic Power, Gold LEGO (cut)
	Crimson Dynamo	HUB: Sokovia	Mission	50000	Beam, Projectile, Scan, Electricity, Flight, Gold LEGO (melt), Flight (Boosted Launch), Tech, Gold LEGO (cut)
	Crossbones (Classic)	Struck Off the List	Find Token	50000	Projectile, Scan, Grapple, HYDRA Access, Tech
	Crystal	HUB: Washington, D.C.	Mission	30000	Beam, Projectile, Dig, Agile (Twirl Pole, Wall Jump), Electricity, Flight, Gold LEGO (melt), Immunity (Fire), Flight (Boosted Launch), Jump Attack, Defensive Shield, Telekinetic Power, Gold LEGO (cut)
	Damage Control	HUB: S.H.I.E.L.D. Base	Mission	10000	Thrown Weapon, Deflect (Bullet), Dig, Immunity (Toxic Goo), S.H.I.E.L.D. Access
	Daredevil	Manhattan	Mission	250000	Thrown Weapon, Deflect (Bullet), Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Grapple, Charged Attack, Climb, Jump Attack, Swing
	Dark Elf	HUB: Asgard	Mission	5000	Projectile, Jump Attack, Silver LEGO
	Death Locket	Manhattan	Mission	50000	Beam, Projectile, Scan, Agile (Twirl Pole, Wall Jump), Electricity, Tech, Gold LEGO (cut)
	Demolition Man	HUB: Sokovia	Find Token	80000	Cracked, Debris Pick-Up, Agile (Double Jump, Twirl Pole, Wall Jump), Super Strength, Jump Attack, Regen
	Destroyer (Minifigure)	Manhattan	Find Token	5000	Beam, Projectile, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Gold LEGO (cut)
	Detroit Steel	Avengers Assemble	Find Token	350000	Big, Beam, Projectile, Cracked, Scan, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Flight (Boosted Launch), Super Strength, Jump Attack, Tech, Gold LEGO (cut)
	**Devil Dinosaur**	HUB: Barton's Farm	Mission	150000	Big, Cracked, Immunity (Fire/Gas/Toxic Goo), Charged Attack, Jump Attack, Regen
	Diamondback	HUB: Washington, D.C.	Find Token	60000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Silver LEGO

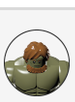
	Doctor Helen Cho	Manhattan	Mission	20000	Scan, Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access, Tech
	Doctor List	Hub Transit, Baron Strucker's Castle	Story Mode	N/A	HYDRA Access, Tech
	Doctor Strange	Manhattan	Mission	450000	Beam, Projectile, Deflect (Bullet), Flight, Jump Attack, Mind Control, Regen, Defensive Shield, Grate, Tech, Telekinetic Power
	Dum Dum Dugan	Rail HYDRA	Find Token	5000	Projectile, Grapple, Silver LEGO
	Echo	HUB: South Africa	Mission	70000	Projectile, Deflect (Bullet), Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack
	Egghead	HUB: Barton's Farm	Find Token	40000	Projectile, Scan, Repair, Silver LEGO, Tech
	Ellen Brandt	Ready A.I.M. Fire	Find Token	50000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Immunity (Fire), Regen
	Erik Selvig	Lost in the Aether	Story Mode	N/A	Tech
	Eric Selvig (Untidy)	Lost in the Aether	Story Mode	N/A	Tech
	Extremis Soldier	HUB: Sokovia	Mission	20000	Projectile, Immunity (Fire), Regen
	Falcon	Lack of Insight	Story Mode	N/A	Projectile, Flight, Grapple, Super Jump
	Falcon (Classic)	Lack of Insight	Find Token	60000	Thrown Weapon, Flight, Grapple
	Fandral	Lost in the Aether	Story Mode	N/A	Deflect (Bullet), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack
	Fin Fang Foom	Manhattan	Mission	250000	Big, Beam, Projectile, Transform (size change), Cracked, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Super Strength, Jump Attack, Regen, Gold LEGO (cut)
	Finesse	Manhattan	Mission	60000	Thrown Weapon, Deflect (Bullet), Agile (Double Jump, Twirl Pole, Wall Jump), Electricity, Charged Attack, Jump Attack
	Firebird	HUB: S.H.I.E.L.D. Base	Find Token	150000	Beam, Projectile, Agile (Twirl Pole, Wall Jump), Flight, Gold LEGO (melt), Immunity (Fire), Charged Attack, Flight (Boosted Launch), Jump Attack, Gold LEGO (cut)
	Gargoyle	HUB: Sokovia	Mission	50000	Tech
	Gorilla Girl	HUB: Barton's Farm	Mission	120000	Transform (Gorilla Girl (Gorilla)), Agile (Double Jump, Twirl Pole, Wall Jump)
	Gorilla Girl (Gorilla)	N/A (Gorilla Girl Transformation)			Transform (Gorilla Girl), Big, Agile (Double Jump, Twirl Pole, Wall Jump)

	Grandmaster	HUB: South Africa	Find Token	500000	Beam, Black LEGO, Projectile, Deflect (Bullet), Electricity, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Jump Attack, Mind Control, Grate, Telekinetic Power, Gold LEGO (cut)
	Grim Reaper	Manhattan	Find Token	30000	Beam, Projectile, Deflect (Bullet), Cracked, Jump Attack, Regen, Grate
	Happy Hogan	HUB: Malibu	Mission	25000	Projectile, Scan
	Harley Keener	Ready A.I.M. Fire	Story Mode	N/A	Projectile
	Hawkeye	A Loki Entrance	Story Mode	N/A	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Gold LEGO (melt), Grapple, S.H.I.E.L.D. Access, Silver LEGO, Blue LEGO, Wall Socket
	Hawkeye (A: AoU)	Struck Off the List	Story Mode	N/A	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Gold LEGO (melt), Grapple, S.H.I.E.L.D. Access, Silver LEGO, Blue LEGO, Wall Socket
	Hawkeye (Classic)	Helicarrier Havoc	Find Token	55000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Gold LEGO (melt), Grapple, S.H.I.E.L.D. Access, Silver LEGO, Blue LEGO, Wall Socket
	Hawkeye (Kate Bishop)	HUB: Barton's Farm	Find Token	75000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Gold LEGO (melt), Grapple, S.H.I.E.L.D. Access, Silver LEGO, Blue LEGO, Wall Socket
	Hazmat	HUB: S.H.I.E.L.D. Base	Mission	90000	Beam, Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Jump Attack
	Heimdall	Anger Management	Story Mode	N/A	Deflect (Bullet), Cracked, Charged Attack, Jump Attack
	Hellcat	Manhattan	Mission	45000	Thrown Weapon, Cracked, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Grate
	Hogun	Lost in the Aether	Find Token	30000	Deflect (Bullet), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack
	Hulk-Killer	Anger Management	Find Token	950000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Hulkling	HUB: Sokovia	Mission	75000	Cracked, Debris Pick-Up, Dig, Flight, Charged Attack, Climb, Flight (Boosted Launch), Super Strength, Jump Attack, Regen, Grate, Stealth
	Human Torch (Original)	HUB: S.H.I.E.L.D. Base	Mission	250000	Beam, Projectile, Transform (flame mode), Flight, Gold LEGO (melt), Immunity (Fire), Flight (Boosted Launch), Jump Attack, Gold LEGO (cut)
	Iron Fist	Manhattan	Mission	75000	Thrown Weapon, Deflect (Bullet), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack
	Iron Legion	No Strings On Me	Find Token	25000	Projectile, Scan, Flight, Flight (Boosted Launch), Jump Attack, Tech
	Iron Man (MK1)	HUB: Malibu	Find Token	10000	Beam, Projectile, Repair, Gold LEGO (melt), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech

	Iron Man (MK5)	HUB: Malibu	Find Token	50000	Projectile, Scan, Repair, Flight, Charged Attack, Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech
	Iron Man (MK6)	Shakespeare in the Park	Story Mode	N/A	Beam, Projectile, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Man (MK7)	Avengers Assemble	Story Mode	N/A	Beam, Projectile, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Man (MK16)	No Strings On Me	Find Token	16000	Projectile, Scan, Repair, Flight, Charged Attack, Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Stealth, Tech
	Iron Man (MK17 - Heartbreaker)	HUB: Malibu	Find Token	17000	Beam, Projectile, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Man (MK25)	Manhattan	Mission	25000	Projectile, Deflect (Bullet), Cracked, Scan, Dig, Flight, Charged Attack, Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Tech
	Iron Man (MK33 - Silver Centurion)	Manhattan	Mission	33000	Beam, Projectile, Deflect (Bullet), Cracked, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Man (MK38 - Igor)	Manhattan	Mission	38000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Gas/Toxic Goo), Climb, S.H.I.E.L.D. Access, Super Jump, Super Strength, Jump Attack
	Iron Man (MK40)	Manhattan	Mission	40000	Beam, Projectile, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Super Speed, Tech, Gold LEGO (cut)
	Iron Man (MK42)	Ready A.I.M. Fire	Story Mode	N/A	Beam, Projectile, Decoys, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Man (MK43)	Struck Off the List	Story Mode	N/A	Beam, Projectile, Decoys, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Hulkbuster	Anger Management	Story Mode	N/A	Beam, Projectile, Deflect (Bullet), Cracked, Tech, Flight, Gold LEGO (cut), Gold LEGO (melt), Immunity, Charged Attack, Super Jump, Super Strength, Jump Attack, Silver LEGO, Vehicle Pick-Up
	Iron Man (MK45)	Ultron Undone	Story Mode	N/A	Beam, Projectile, Decoys, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Superior Iron Man	Manhattan	Find Token	50000	Beam, Projectile, Deflect (Bullet), Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, S.H.I.E.L.D. Access, Silver LEGO, Tech, Gold LEGO (cut)
	Iron Monger	HUB: Malibu	Find Token	100000	Big, Beam, Projectile, Cracked, Scan, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Flight (Boosted Launch), Super Strength, Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)

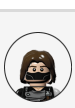
	Iron Patriot	Ready A.I.M. Fire	Story Mode	N/A	Beam, Projectile, Scan, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)
	Jack of Hearts	Manhattan	Mission	120000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Electricity, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Super Strength, Jump Attack, Gold LEGO (cut)
	Jane Foster	Lost in the Aether	Story Mode	N/A	Scan, Tech
	Jewel (Jessica Jones)	Manhattan	Mission	40000	Cracked, Debris Pick-Up, Scan, Agile (Twirl Pole, Wall Jump), Flight, Charged Attack, Flight (Boosted Launch), Super Strength, Jump Attack, Regen
	Justin Hammer	HUB: Malibu	Mission	20000	Scan, Repair, Tech
	Klaue Henchman	Rise of Ultron	Find Token	50000	Projectile
	Komodo	Korea Prospects	Find Token	60000	Deflect (Bullet), Cracked, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Immunity (Toxic Goo), Charged Attack, Super Strength, Jump Attack, Regen, Tech
	Korvac	HUB: S.H.I.E.L.D. Base	Find Token	100000	Beam, Black LEGO, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Electricity, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Super Strength, Jump Attack, Grate, Tech, Telekinetic Power, Gold LEGO (cut)
	Kurse	Lost in the Aether	Find Token	80000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Laufey	HUB: Asgard	Find Token	30000	Beam, Projectile, Deflect (Bullet), Ice, Charged Attack, Jump Attack, Regen
	Laura Barton	HUB: Barton's Farm	Find Token	5000	
	Leader	A Loki Entrance	Find Token	50000	Projectile, Scan, Repair, Mind Control, Tech, Telekinetic Power
	Lightspeed	Manhattan	Mission	75000	Deflect (Laser), Agile (Twirl Pole, Wall Jump), Flight, Flight (Boosted Launch), Defensive Shield, Super Speed
	Loki	Earth's Mightiest	Story Mode	125000	Beam, Projectile, Deflect (Bullet), Decoys, Ice, Jump Attack, Mind Control (when holding staff), Telekinetic Power
	Loki (No Helmet)	Lost in the Aether	Story Mode	N/A	Beam, Projectile, Deflect (Bullet), Decoys, Ice, Jump Attack, Mind Control (when holding staff), Telekinetic Power
	Loki (Suit)	Shakespeare in the Park	Find Token	125000	Beam, Projectile, Deflect (Bullet), Decoys, Ice, Jump Attack, Mind Control (when holding staff), Telekinetic Power
	Lorelei	HUB: Asgard	Mission	60000	Beam, Projectile, Deflect (Bullet), Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Mind Control, Telekinetic Power
	Lou Ferrigno	Manhattan	Mission	10000	Transform (Lou Ferrigno (Hulk)), Super Strength, Jump Attack

	Lou Ferrigno (Hulk)	N/A (Lou Ferrigno Transformation)			Transform (Lou Ferrigno), Debris Pick-Up, Immunity (Fire/Gas/Toxic Goo), Jump Attack, Climb, Super Jump, Regen
	Luke Cage	Manhattan	Mission	55000	Cracked, Debris Pick-Up, Immunity (Fire/Gas/Toxic Goo), Charged Attack, Super Strength, Jump Attack, Regen
	Madame B.	Anger Management	Story Mode	N/A	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump)
	Malekith	Lost in the Aether	Find Token	150000	Beam, Projectile, Deflect (Bullet), Cracked, Charged Attack, Jump Attack, Regen
	The Mandarin (Classic)	Korea Prospects	Find Token	60000	Beam, Projectile, Deflect (Bullet), Flight, Charged Attack, Jump Attack, Mind Control, Regen, Grate, Telekinetic Power
	Mandarin (Trevor Slattery)	HUB: Malibu	Mission	3000	Projectile, Charged Attack, Jump Attack, Blue LEGO
	Mantis	HUB: Barton's Farm	Mission	70000	Beam, Projectile, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, Mind Control
	Maria Hill	Hub Transit, S.H.I.E.L.D. Base	Story Mode	N/A	Projectile, Decoys, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access, Tech
	Maria Hill (A: AoU)	No Strings On Me	Story Mode	N/A	Projectile, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), S.H.I.E.L.D. Access, Tech
	Maya Hansen	Ready A.I.M. Fire	Find Token	10000	Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Tech
	Mighty Destroyer	HUB: Asgard	Find Token	500000	Agile (Double Jump, Twirl Pole, Wall Jump), Grate, Stealth
	Mockingbird	S.H.I.E.L.D. Helicarrier	Find Token	200000	Thrown Weapon, Deflect (Bullet), Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, S.H.I.E.L.D. Access, Tech
	M.O.D.O.K.	HUB: S.H.I.E.L.D. Base	Mission	100000	Beam, Projectile, Decoys, Scan, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Tech, Gold LEGO (cut)
	Moon Boy	HUB: Barton's Farm	Mission	5000	Projectile, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, Grate
	Moon Knight	Manhattan	Mission	75000	Projectile, Deflect (Bullet), Agile (Double Jump, Twirl Pole, Wall Jump), Glide, Grapple, Jump Attack
	Moondragon	HUB: South Africa	Find Token	80000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Agile (Twirl Pole, Wall Jump), Flight, Jump Attack, Mind Control, Defensive Shield, Telekinetic Power
	Ms. Marvel (Carol Danvers)	HUB: Washington, D.C.	Find Token	200000	Beam, Projectile, Cracked, Agile (Twirl Pole, Wall Jump), Flight, Gold LEGO (melt), Charged Attack, Flight (Boosted Launch), Vehicle Pick-Up, Jump Attack, Regen, Gold LEGO (cut)
	Ms. Marvel (Kamala Khan)	HUB: South Africa	Mission	60000	Thrown Weapon, Transform (size change), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Glide, Grapple, Charged Attack (Tap), Super Strength, Jump Attack, Regen, Grate

	Nebula	HUB: South Africa	Find Token	25000	Thrown Weapon, Deflect (Bullet), Deflect (Laser), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Regen
	Nick Fury	Hub Transit, S.H.I.E.L.D. Base	Story Mode	N/A	Projectile, S.H.I.E.L.D. Access, Stealth, Tech
	Nick Fury (Bazooka)	Earth's Mightiest	Story Mode	N/A	Projectile, S.H.I.E.L.D. Access, Silver LEGO, Stealth, Tech
	Nova	HUB: Washington, D.C.	Mission	125000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Agile (Twirl Pole, Wall Jump), Electricity, Flight, Gold LEGO (melt), Flight (Boosted Launch), Defensive Shield, Gold LEGO (cut)
	Odin	HUB: Asgard	Mission	75000	Beam, Projectile, Deflect (Bullet), Electricity, Gold LEGO (melt), Jump Attack, Regen, Defensive Shield, Telekinetic Power, Gold LEGO (cut)
	The Other	HUB: South Africa	Mission	100000	Projectile, Decoys, Mind Control, Telekinetic Power
	Pepper Potts	Hub Transit, Manhattan (Avengers Tower)	Story Mode	N/A	Agile (Double Jump, Twirl Pole, Wall Jump), Tech
	Pepper Potts (MK42)	Ready A.I.M. Fire	Story Mode	N/A	Beam, Projectile, Gold LEGO (melt), Silver LEGO, Tech, Gold LEGO (cut)
	The Protector	Manhattan	Mission	85000	Beam, Projectile, Deflect (Bullet), Agile (Twirl Pole, Wall Jump), Electricity, Flight, Gold LEGO (melt), Jump Attack, Grate, Gold LEGO (cut)
	Quasar	Earth's Mightiest	Find Token	100000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Electricity, Flight, Gold LEGO (melt), Jump Attack, Regen, Defensive Shield, Gold LEGO (cut)
	Quicksilver	Korea Prospects	Story Mode	N/A	Decoys, Agile (Double Jump, Twirl Pole, Wall Jump), Climb, Jump Attack, Super Speed
	Ragnarok	HUB: S.H.I.E.L.D. Base	Find Token	25000	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Scan, Electricity, Flight, Jump Attack, Tech
	**Ravage**	Anger Management	Find Token	50000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	Red Hulk	Helicarrier Havoc	Find Token	70000	Big, Transform (General Ross), Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack
	General Ross	N/A (Red Hulk Transformation)			Transform (Red Hulk), Projectile
	Red She-Hulk	Manhattan	Mission	60000	Cracked, Debris Pick-Up, Agile (Double Jump, Twirl Pole, Wall Jump), Immunity (Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack, Regen
	Red Skull	Rail HYDRA	Find Token	25000	Projectile, Decoys, Agile (Double Jump, Twirl Pole, Wall Jump), HYDRA Access, Silver LEGO
	Reptil	Manhattan	Mission	40000	Dig, Flight, Grate

	Rescue	HUB: Malibu	Mission	60000	Beam, Projectile, Scan, Gold LEGO (melt), Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)
	Ronan the Accuser	Manhattan	Find Token	80000	Beam, Projectile, Deflect (Bullet), Cracked, Electricity, Gold LEGO (melt), Jump Attack, Regen
	Ronin (Blade)	HUB: Sokovia	Find Token	50000	Deflect (Bullet), Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack, Regen
	Scarlet Witch	Korea Prospects	Story Mode	N/A	Projectile, Deflect (Bullet), Charged Attack, Jump Attack, Mind Control, Defensive Shield, Telekinetic Power
	Sentry	Struck Off the List	Find Token	500000	Beam, Projectile, Cracked, Agile (Twirl Pole, Wall Jump), Flight, Gold LEGO (melt), Immunity (Fire/Toxic Goo), Charged Attack (Tap), Flight (Boosted Launch), Super Strength, Jump Attack, Mind Control, Fast Build, Telekinetic Power, Gold LEGO (cut)
	She-Hulk	Manhattan	Mission	60000	Cracked, Debris Pick-Up, Agile (Double Jump, Twirl Pole, Wall Jump), Immunity (Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack, Regen
	S.H.I.E.L.D. Scientist	A Loki Entrance	Find Token	10000	Scan, S.H.I.E.L.D. Access, Tech
	Sif	Lost in the Aether	Story Mode	N/A	Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Jump Attack, Defensive Shield
	Skaar	Helicarrier Havoc	Find Token	50000	Big, Deflect (Bullet), Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super Jump, Super Strength, Jump Attack, Regen
	Speed	Manhattan	Mission	120000	Decoys, Agile (Double Jump, Twirl Pole, Wall Jump), Climb, Jump Attack, Grate, Super Speed
	Spitfire	HUB: Sokovia	Find Token	30000	Decoys, Agile (Double Jump, Twirl Pole, Wall Jump), Climb, Jump Attack, Grate, Super Speed
	Squirrel Girl (Classic)	Manhattan	Mission	10000	Projectile, Transform (Squirrel Girl (Nutbuster)), Cracked, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Glide, Charged Attack, Climb, Super Jump, Jump Attack, Grate
	Squirrel Girl (Nutbuster)	N/A (Squirrel Girl Transformation)			Transform (Squirrel Girl), Big, Beam, Projectile, Immunity (Projectiles), Cracked, Super Strength, Jump Attack, Silver LEGO
	Squirrel Girl (Unbeatable)	HUB: Barton's Farm	Mission	10000	Projectile, Transform (Squirrel Girl (Nutbuster)), Cracked, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Glide, Charged Attack, Climb, Super Jump, Jump Attack, Grate
	Stan Lee	N/A	Save every Stan Lee in Peril	50000	Transform (Excelsior Hulk/Iron Stan/ Stanbuster), Black LEGO, Projectile, Deflect (Bullet), Deflect (Laser), Scan, Dig, Agile (Twirl Pole, Wall Jump), Repair, Gold LEGO (melt), Grapple, Climb, Jump Attack, Mind Control, Regen, HYDRA Access, Defensive Shield, Silver LEGO, Grate, Blue LEGO, Super Speed, Tech, Telekinetic Power, Wall Socket, Swing
	Excelsior Hulk	N/A (Stan Lee Transformation)			Transform (Stan Lee), Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Climb, Super Jump, Super Strength, Jump Attack

	Iron Stan	N/A (Stan Lee Transformation)			Transform (Stan Lee), , Beam, Projectile, Scan, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)
	Stanbuster	N/A (Stan Lee Transformation)			Transform (Stan Lee), Big, Beam, Projectile, Cracked, Super Strength, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)
	Striker	Manhattan	Mission	30000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Agile (Twirl Pole, Wall Jump), Electricity, Flight, Immunity (Lightning), Jump Attack, Defensive Shield
	Swordsman	Manhattan	Mission	60000	Beam, Projectile, Deflect (Bullet), Deflect (Laser), Cracked, Electricity, Gold LEGO (melt), Jump Attack, Gold LEGO (cut)
	Taskmaster	Manhattan	Mission	75000	Projectile, Deflect (Bullet), Deflect (Laser), Agile (Double Jump, Twirl Pole, Wall Jump), Glide, Gold LEGO (melt), Grapple, Jump Attack, Defensive Shield, Silver LEGO, Blue LEGO, Wall Socket
	Thanos	Ultron Undone	Find Token	2,500,000	Big, Beam, Projectile, Deflect (Bullet), Cracked, Electricity, Gold LEGO (melt), Immunity (Fire/Toxic Goo), Charged Attack, Flight (Boosted Launch), Super-Strength, Jump Attack, Telekinetic Power, Gold LEGO (cut)
	Thor	Avengers Assemble	Story Mode	N/A	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Electricity, Flight, Jump Attack
	Thor (A: AoU)	Struck Off the List	Story Mode	N/A	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Electricity, Flight, Jump Attack
	Thor Girl	HUB: Asgard	Mission	30000	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Agile (Twirl Pole, Wall Jump), Electricity, Flight, Jump Attack
	Thor (Jane Foster)	HUB: Asgard	Find Token	20000	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Agile (Twirl Pole, Wall Jump), Electricity, Flight, Jump Attack
	Thunderstrike	Rise of Ultron	Find Token	40000	Beam, Projectile, Thrown Weapon, Deflect (Bullet), Cracked, Electricity, Flight, Gold LEGO (melt), Jump Attack, Gold LEGO (cut)
	Tigra	HUB: South Africa	Find Token	60000	Thrown Weapon, Cracked, Scan, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Climb, Jump Attack, Grate
	Tony Stark	Hub Transit, Manhattan (Avengers Tower)	Story Mode	N/A	Transform (Iron Man Armors), Scan, Repair, S.H.I.E.L.D. Access, Tech
	Tony Stark (A: AoU)	Struck Off the List	Story Mode	N/A	Transform (Iron Man Armors), Scan, Repair, S.H.I.E.L.D. Access, Tech
	Trauma	Manhattan	Mission	20000	Thrown Weapon, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Super-Strength
	Ultron (MK1)	No Strings On Me	Find Token	100000	Decoys, Jump Attack, Regen, S.H.I.E.L.D. Access, Tech
	Ultron Prime	Korea Prospects	Find Token	200000	Beam, Black LEGO, Projectile, Decoys, Scan, Repair, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Regen, S.H.I.E.L.D. Access, Tech, Gold LEGO (cut)

	Ultron Ultimate	Ultron Undone	Finish Level	500000	Beam, Black LEGO, Projectile, Deflect (Bullet), Cracked, Decoys, Scan, Repair, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Flight (Boosted Launch), Super-Strength, Jump Attack, Regen, S.H.I.E.L.D. Access, Tech, Gold LEGO (cut)
	Ultron Sentry	Rise of Ultron	Find Token	25000	Projectile, Flight, Tech
	Ultron Sentry Officer	Ultron Undone	Find Token	25000	Projectile, Flight, Tech
	Ulysses Klaue	HUB: South Africa	Mission	25000	Projectile, Decoys, Scan, Agile (Double Jump, Twirl Pole, Wall Jump), Grapple, Tech
	Union Jack	HUB: S.H.I.E.L.D. Base	Find Token	75000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Grapple, Silver LEGO
	Valkyrie	HUB: Asgard	Mission	85000	Thrown Weapon, Deflect (Bullet), Cracked, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Jump Attack
	Veil	Manhattan	Mission	40000	Beam, Projectile, Agile (Twirl Pole, Wall Jump), Flight, Grapple, Jump Attack, Regen, Grate
	Viper	Shakespeare in the Park	Find Token	60000	Projectile, Agile (Double Jump, Twirl Pole, Wall Jump), Grapple, Immunity (Toxic Goo), Charged Attack, Jump Attack
	Vision	Ultron Undone	Story Mode	N/A	Beam, Projectile, Scan, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Mind Control, Regen, Grate, Tech, Telekinetic Power, Gold LEGO (cut)
	Volstagg	Lost in the Aether	Story Mode	N/A	Thrown Weapon, Deflect (Bullet), Cracked, Jump Attack
	War Machine	Ultron Undone	Story Mode	N/A	Beam, Projectile, Scan, Flight, Gold LEGO (melt), Flight (Boosted Launch), Jump Attack, Silver LEGO, Tech, Gold LEGO (cut)
	Wasp (Classic)	Ultron Undone	Find Token	150000	Projectile, Transform (size change), Agile (Twirl Pole, Wall Jump), Flight, Grate, Stealth
	Wendigo	Manhattan	Mission	125000	Big, Cracked, Debris Pick-Up, Immunity (Fire/Toxic Goo), Charged Attack, Climb, Super-Jump, Super-Strength, Jump Attack, Regen
	White Tiger	HUB: South Africa	Mission	95000	Thrown Weapon, Cracked, Scan, Dig, Agile (Double Jump, Twirl Pole, Wall Jump), Charged Attack, Climb, Jump Attack, Grate, Tech
	Wiccan	Manhattan	Mission	150000	Beam, Projectile, Deflect (Bullet), Agile (Twirl Pole, Wall Jump), Electricity, Flight, Jump Attack, Mind Control, Regen, Defensive Shield, Grate, Telekinetic Power
	**Winter Soldier**	Lack of Insight	Find Token	40000	Projectile, Decoys, Agile (Double Jump, Twirl Pole, Wall Jump), Grapple, Jump Attack, Silver LEGO
	Wizard	HUB: Washington, D.C.	Find Token	25000	Beam, Projectile, Deflect (Bullet), Scan, Electricity, Repair, Flight, Gold LEGO (melt), Jump Attack, Mind Control, Tech, Telekinetic Power, Gold LEGO (cut)
	X-Ray	HUB: Sokovia	Find Token	175000	Beam, Projectile, Electricity, Flight, Gold LEGO (melt), Immunity (Fire/Gas/Toxic Goo), Charged Attack, Flight (Boosted Launch), Jump Attack, Regen, Grate, Gold LEGO (cut)

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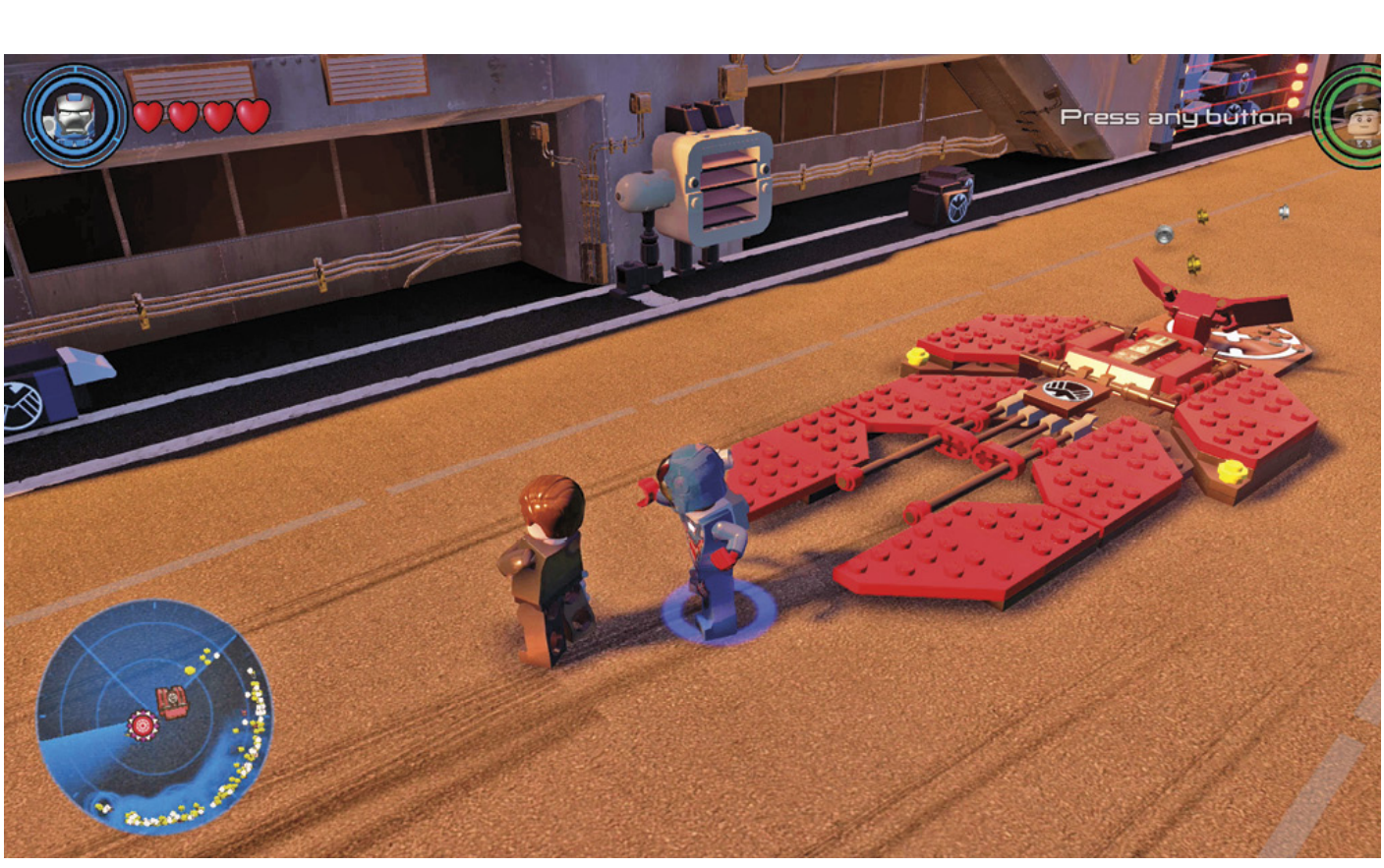
Vehicles

Unlocking Vehicles

Many vehicles are available when the game begins, but you can unlock additional vehicles by completing racing challenges in Hubs and Manhattan.

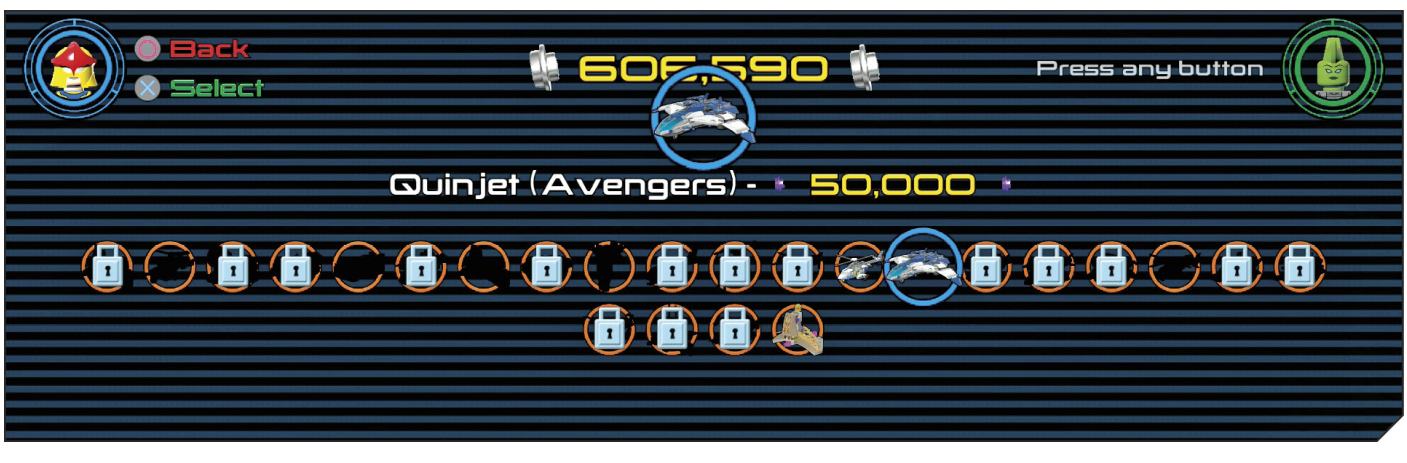
Look for white and purple rings on the ground and in the air. After the countdown, go through the ring and aim for the blue and white rings ahead. You have a limited amount of time to reach the next ring. If you don't pass through a ring before the time expires, you must restart the race.

Land Vehicle Call-In Pad



Air Vehicle Call-In Pad

To purchase a vehicle you've unlocked, activate the Vehicle Call-In Pad and select the unlocked vehicle's darkened icon. Use the red call-in pad for aircraft, and use the blue pad for vehicles.



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Vehicles

Vehicle Showroom

Land Vehicles

Icon	Vehicle	Cost	Acquired
	Ambulance	N/A	Unlocked at start
	Avengers 4X4	25000	Manhattan
	Avenging Cycle	65000	Manhattan
	Bicycle	N/A	Unlocked at start
	Black Widow's Motorcycle	45000	Manhattan
	Bruce Banner's Cycle	35000	Manhattan
	Bulldozer	5000	South Africa
	Bus	N/A	Unlocked at start
	Captain America Monster Truck	80000	Manhattan
	Car	N/A	Unlocked at start

	Car (1940s)	5000	Manhattan
	Fire Engine	N/A	Unlocked at start
	Garbage Truck	N/A	Unlocked at start
	Hawkeye's Tractor	5000	HUB: Barton's Farm
	HYDRA Buggy	N/A	Unlocked at start
	HYDRA Tank	100000	Manhattan
	Ice Cream Truck	5000	Manhattan
	Limousine	N/A	Unlocked at start
	Pickup Truck	50000	HUB: Barton's Farm
	Pizza Van	N/A	Unlocked at start
	Police Car	N/A	Unlocked at start
	Police Car (Germany)	N/A	Unlocked at start
	Police Motorcycle	N/A	Unlocked at start
	Roxxon Van	5000	Manhattan
	Saloon	N/A	Unlocked at start

	School Bus	N/A	Unlocked at start
	Sedan	N/A	Unlocked at start
	Service Truck	N/A	Unlocked at start
	S.H.I.E.L.D. 4x4	5000	HUB: S.H.I.E.L.D. Base
	S.H.I.E.L.D. Car	5000	Manhattan
	S.H.I.E.L.D. Truck	20000	Manhattan
	Small Car	N/A	Unlocked at start
	Small Truck	N/A	Unlocked at start
	Stark's Sportscar	50000	HUB: Malibu
	Street Sweeper	N/A	Unlocked at start
	Taco Truck	10000	Manhattan
	Taxi	N/A	Unlocked at start
	Tow Truck	N/A	Unlocked at start

Air Vehicles

Icon	Vehicle	Cost	Acquired
	Chitauri Chariot	60000	Manhattan
	Dark Elf Ship	N/A	Lost in the Aether
	Gyrocopter	60000	HUB: Washington, D.C.
	Hawkeye's Skycycle	100000	Manhattan
	Helicarrier Lifeboat	5000	HUB: Sokovia
	Hover-Bath	1000	HUB: Sokovia
	HYDRA Quinjet (Mini)	80000	Manhattan
	Loki's Chariot	5000	HUB: Asgard
	Lola	75000	Manhattan
	Malekith's Ship (Mini)	5000	HUB: Asgard
	Mandarin's Helicopter	20000	HUB: Malibu
	Mooncopter	40000	Manhattan
	News Helicopter	10000	HUB: Washington

	Police Helicopter	N/A	Unlocked at start
	Quinjet (Avengers)	25000	HUB: South Africa
	Quinjet (Mini)	15000	Manhattan
	Quinjet (S.H.I.E.L.D.)	25000	Manhattan
	Quinjet (Space)	70000	Manhattan
	S.H.I.E.L.D. Helicopter	60000	HUB: S.H.I.E.L.D. Base
	S.H.I.E.L.D. Jetfighter	50000	Manhattan
	S.H.I.E.L.D. Minicarrier	100000	Manhattan
	Squirrel-a-gig	5000	Manhattan
	Thanos Copter	250000	Manhattan
	Ultron Ship	40000	Manhattan
	VTOL Helicopter	20000	Manhattan

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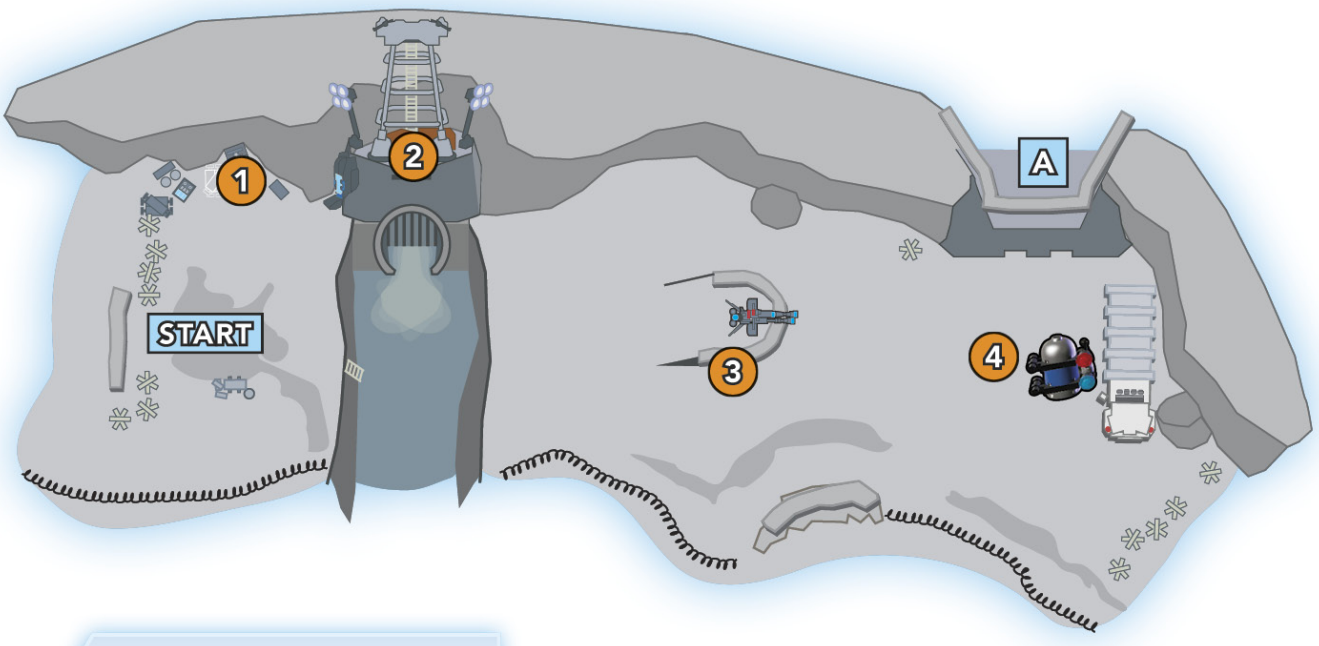
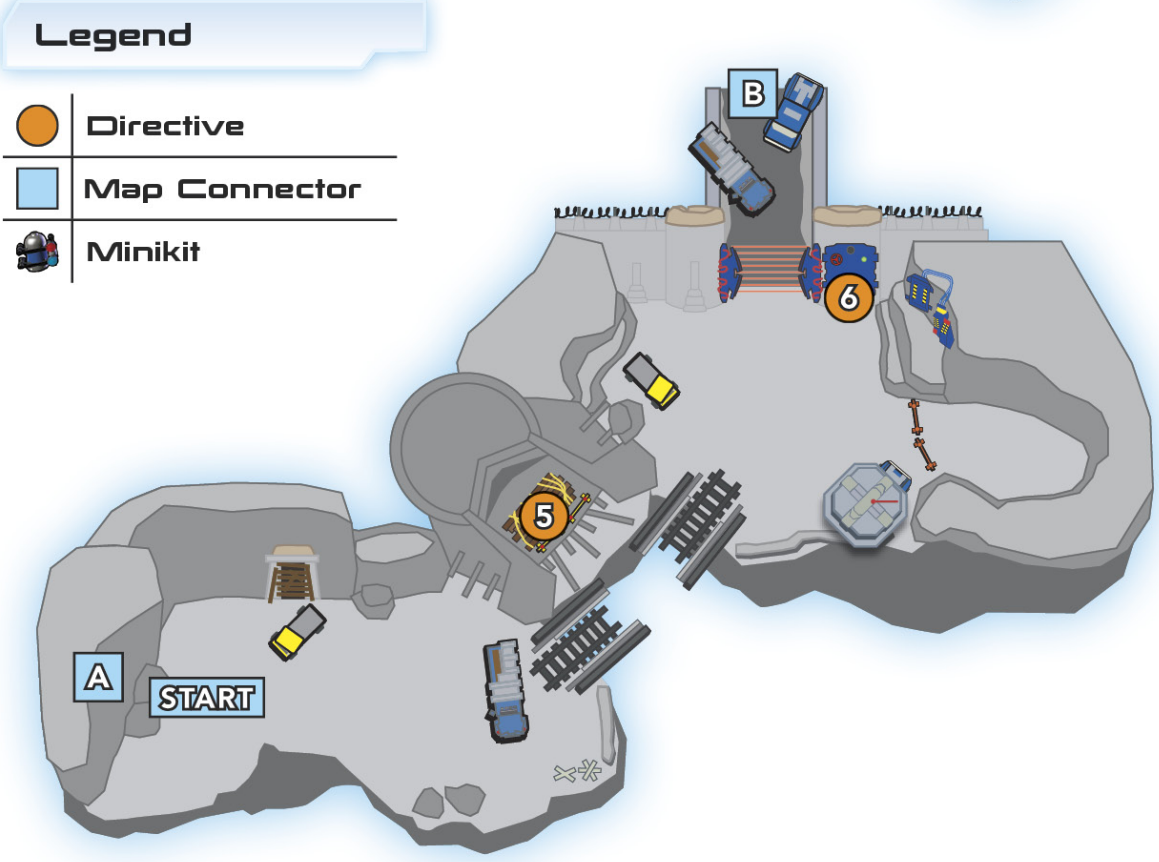
Level 1 | Story Mode

Struck Off the List





True Avenger Requirement

- 150,000

Story Mode Characters Unlocked

- Black Widow (A: AoU)
- Bruce Banner (A: AoU)
- Captain America (A: AoU)
- Hawkeye (A: AoU)
- Hulk (A: AoU)
- Iron Man (MK43)
- Thor (A: AoU)
- Tony Stark (A: AoU)

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Level 1 | Story Mode

Black Widow (A:AoU) and Hawkeye (A:AoU)

SWING OVER THE DITCH >>>

After gaining control of Black Widow and Hawkeye, clear out the minions of HYDRA. Beware the water running through the ditch—one touch turns your Avenger into an ice cube.

Target the stack of boxes (3) under the spotlight with Hawkeye. His Explosive Arrows destroy objects built with silver bricks.

Use the bouncing bricks remaining after the boxes are destroyed to build an Electricity Panel. Tag to Black Widow and press the indicated button to send a surge of electricity into the panel. If you don't see a button prompt, move closer to the panel.

After the tower collapses, move Black Widow closer to the ditch, near the cascading Avengers logo. Scan the area to reveal a Red Grapple Handle and a row of studs (2).

Aim for the Red Grapple Handle with Hawkeye, who fires a Rope Arrow that dangles from the handle. Jump from the edge of the ditch, then climb the rope to collect the studs before completing the trip over the ditch.

USE THE AVENGERS INITIATIVE PAD >>>

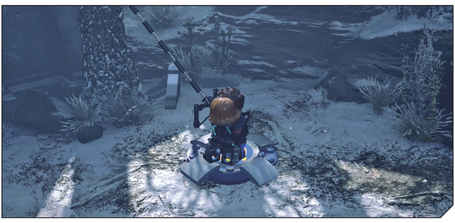
Look for a gun emplacement just beyond the ditch (3). Black Widow can control the weapon from a Technology Panel near the gun.

Clear out the guards with the gun, then target the gold brick on the truck behind them. A Thermo Arrow from Hawkeye works just as well as the auto-gun against the gold brick.

> MINIKIT: BLINKING LIGHTS

Five red lights in silver bricks are scattered on the ground around the Avengers Initiative Pad. Destroy them with Hawkeye's Explosive Arrows to collect a Minikit.

Stand near the large Avengers logo (4) and press the indicated button to uncover the Avengers Initiative Pad. Use the pad first with Hawkeye, then Black Widow. When an auto-gun stops your progress, the Hulk appears and destroys it.



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Level 1 | Story Mode

Hulk (A:AoU) and Iron Man (MK43)

BREAK THROUGH THE GATE >>>

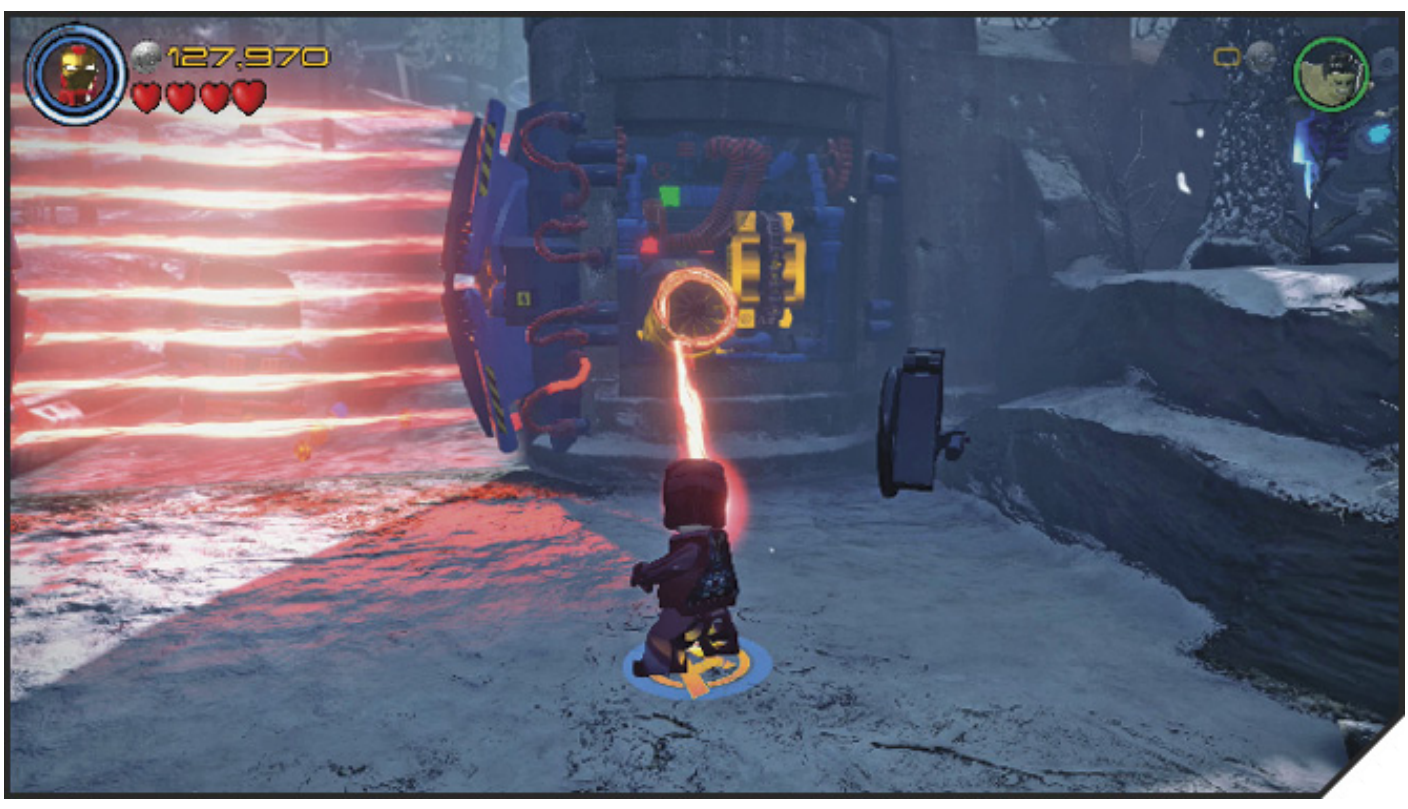
Hulk bounds ahead after destroying the auto-gun and lands in a clearing near Iron Man. Move ahead and eliminate a small contingent of guards. Target the chains holding stacked logs (5) on a ledge above the broken, electrified rail bridge. The tubes tumble down and create a new bridge over the gap.

Walk across the bridge, or fly over it as Iron Man. Additional HYDRA forces appear on the other side. Take them out and guide the Hulk to the tower on the right of the electrical gate (6). Use the Green Strength Handles to tear off the panel.

> RETURN TRIP REQUIRED

The Avengers Initiative Pad uncovered here requires the combination of Thor and Captain America. You need to return to this area in Free Play to put it to use.

Trace the outlines of the two golden objects under the panel with Iron Man's laser beam. For the tall and narrow object on the right, your target is the gear in its center.



Defeat a final wave of HYDRA guards, then cross bridge beyond the gate. Captain America and Thor make their flashy entrance on the other side of the bridge.

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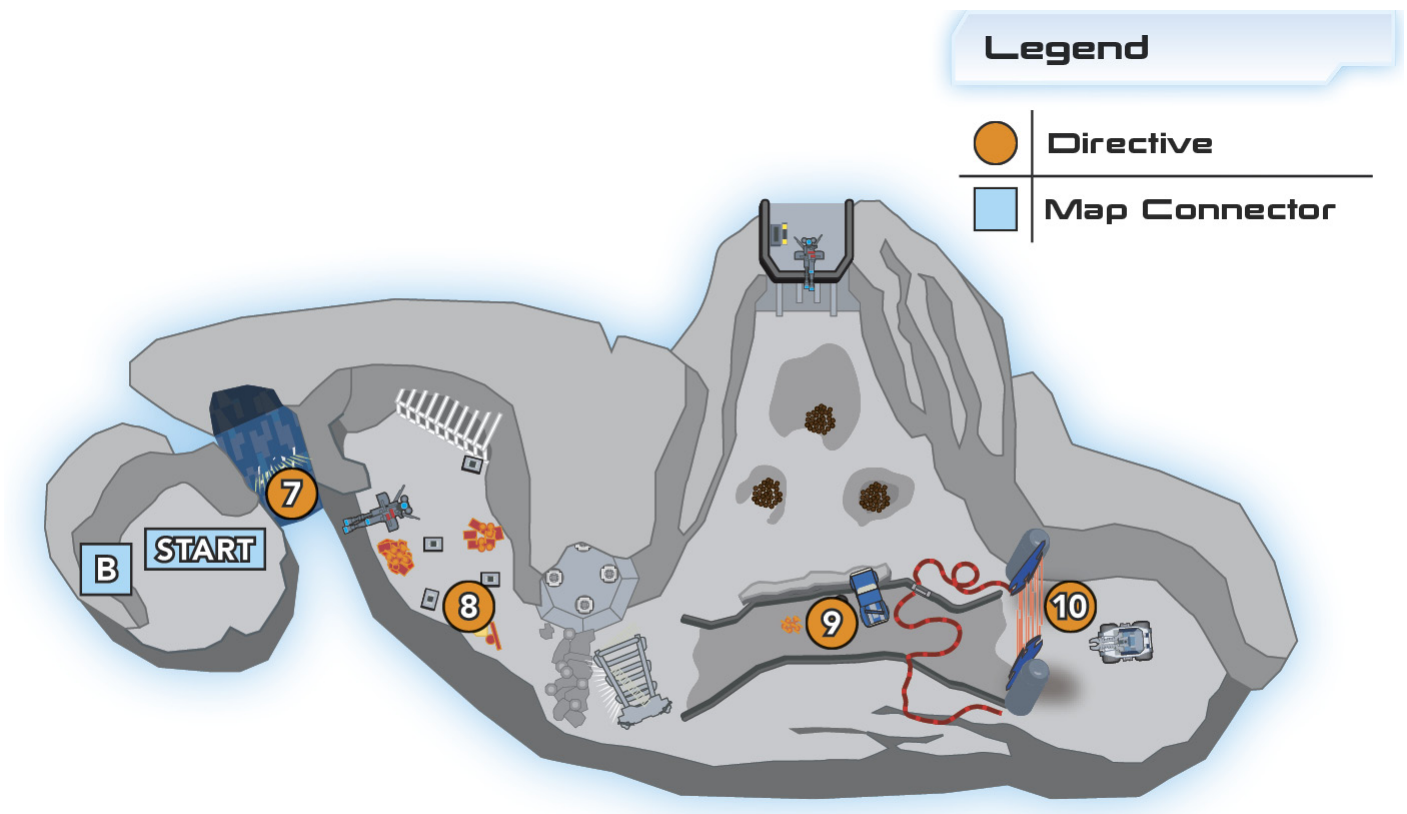
Level 1 | Story Mode

Captain America (A:AoU) and Thor (A:AoU)

FIGHT ENEMIES AND FIRE >>>



The HYDRA forces here include a group that uses jetpacks to hover above the ground. Target them with either Thor's hammer or Captain America's shield. The rightmost guard spins out of control and crashes into vines that cover a frozen waterfall (7).

After dealing with the remaining enemies, target the center of the waterfall with Thor's Hammer. Jump through the hole created by the hammer and continue ahead until LEGO fires block the path (8).

Use Captain America's shield to extinguish the fires. Destroy the S.H.I.E.L.D. boxes while snuffing the flames to reveal all the bricks needed to build a treaded drilling machine.

DESTROY THE TURRET >>>

Climb aboard the drill and smash through the first layer of rocks. Use Thor's Hammer to clear out the rest of the debris blocking the entrance to the trench and put out the fire. Attack the truck in the trench until it turns into building bricks (9). Assemble a Shield Switch from the parts. Throw Captain America's shield at it to drop the security gate.

Behind the gate, there are guards, a HYDRA Tank, and an Avengers Initiative Pad (10). Don't try to attack the turret directly. Use the Avengers Initiative Pad to end the fight quickly.

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Level 1 | Story Mode

Captain America (A:AoU) and Iron Man (MK43)

CLEAR THE FLYING DEFENDERS >>>

Captain America and Iron Man must team up to eliminate the HYDRA base's three large gun emplacements. Tag to Iron Man and blast the flying defenders from the sky. You can fly higher and lower and change directions while hunting for the forces of HYDRA, studs, weapon power-ups, and collectibles.

> MINIKIT: IRON MAN IN FLIGHT

Destroy the silver LEGO missile that's tracking Iron Man.

> CHARACTER TOKEN: CAPTAIN UNIVERSE

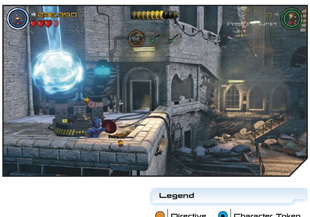
After clearing out the HYDRA soldiers, stick with Iron Man and shoot down the small HYDRA-themed S.H.I.E.L.D. Quinjets.

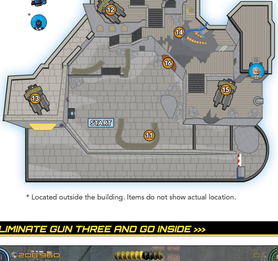
ELIMINATE GUNS ONE AND TWO >>>

A stray missile destroys a pile of boxes near Captain America. Clear out the HYDRA ground forces and use the bricks to build a lever (1).

Spin the lever to position and aim a mortar that clears the debris from a stairway. Use the nearby switch to fire the motar. Run up the stairs to destroy the first gun emplacement (2).

Drop into the hole in the floor that was created by the exploding gun. Rebuild the ladder that leads back upward, but don't go up the ladder. Put out the fires in the corridor to clear the path to the second gun. Destroy the gun (3).





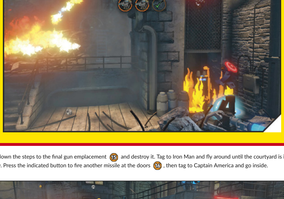
* Located outside the building. Items do not show actual location.

ELIMINATE GUN THREE AND GO INSIDE >>>

Your next destination is a pile of boxes next to exposed wiring (4). Destroy the pile of boxes to reveal some build-it bricks. Assemble them and use the set of hang bars to climb and cross the gap and reach the stairs.

STAN LEE IN PERIL

Before destroying the final gun, go past it to a pile of crates in front of an elevator shaft. Attack the crates and then step inside the elevator.



Go down the steps to the final gun emplacement (5) and destroy it. Tag to Iron Man and fly around until the courtyard is in view. Press the indicated button to fire another missile at the doors (6), then tag to Captain America and go inside.

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LEGO MARVEL AVENGERS

Level 1 | Free Play

Struck Off the List: A

MINIKIT 1 >>>

A Minikit frozen in a block of ice floats in the water near the area's starting point. Melt the ice from around the Minikit with a heat beam.

MINIKIT 2 >>>

There are five red lights in silver bricks scattered on the ground around the Avengers Initiative Pad. Destroy them with Hawkeye's Explosive Arrows to collect a Minikit.

MINIKIT 3 >>>

A Red Grapple Hook is attached to the boards blocking the entrance to a mine shaft. Pull off the boards, then use a character capable of manipulating black LEGO bricks. Then use Telekinesis on the mine cart.

MINIKIT 4 >>>

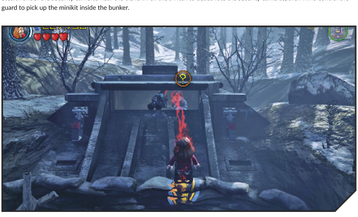
Use the Shield Smash Pad near the tower overlooking the gate with the Green Strength Handles on the panel covering its power source.

MINIKIT 5 >>>

Use rockets or Explosive Arrows on the silver LEGO bars beyond the frozen waterfall. You get a Minikit after using the S.H.I.E.L.D. Access Terminal behind the bars.

MINIKIT 6 >>>

Stealth under the security cameras near the trench. Pull the switch to deactivate the security cameras, then mind control the guard to pick up the minikit inside the bunker.



CHARACTER TOKEN: SENTRY >>>

Attack the HYDRA symbol on the ledge above the Green Strength Handles. Activate the Electricity Panel to open the door.

CHARACTER TOKEN: CROSSBONES (CLASSIC) >>>

Stealth under the security cameras to flip the switch that turns off the cameras. Dig in the each of the three pits between the trench and bunker.

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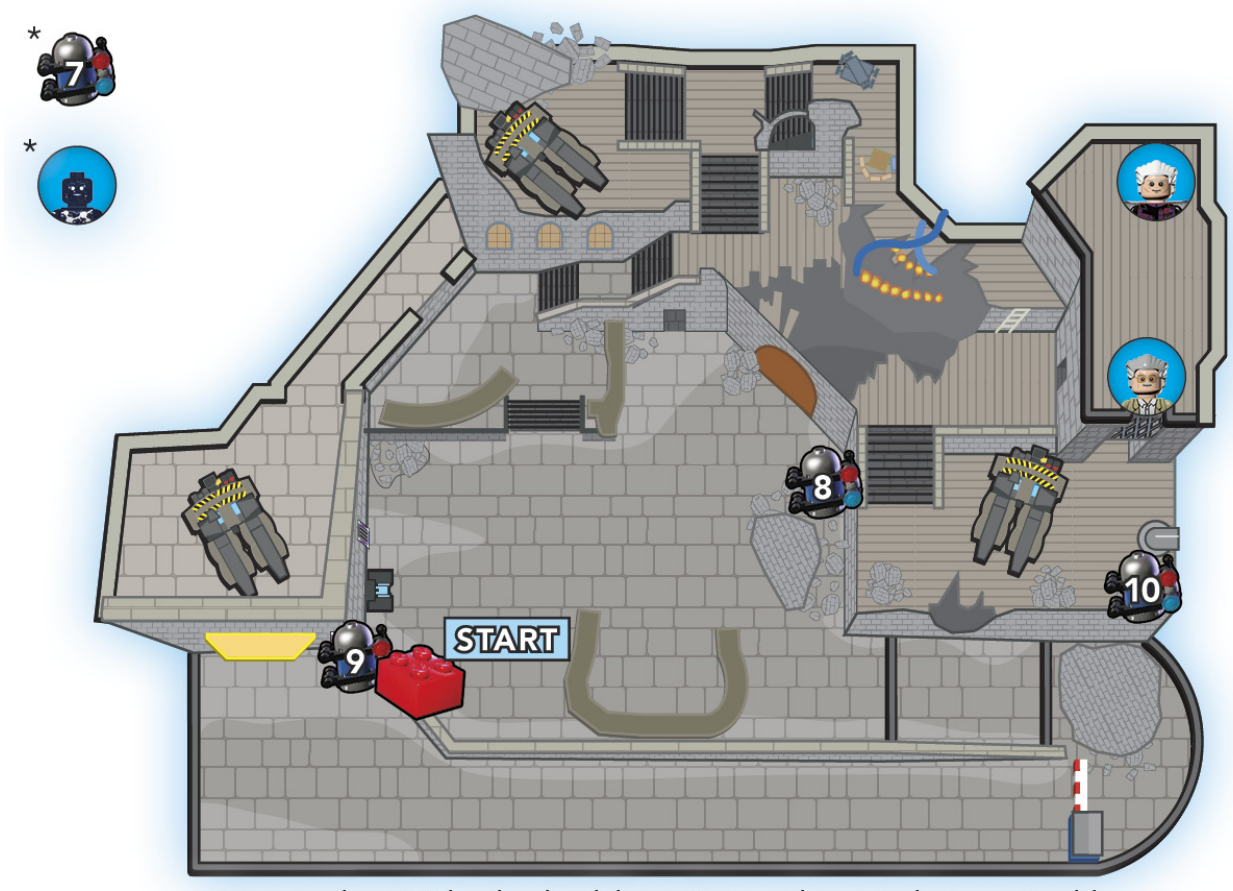
LEGO MARVEL AVENGERS

Level 1 | Free Play

Struck Off the List: B



* Located outside the building. Items do not show actual location.

CHARACTER TOKEN: CAPTAIN UNIVERSE >>>

After clearing out the 10 HYDRA soldiers, stick with Iron Man and shoot down the small, HYDRA-themed S.H.I.E.L.D Quinjets.

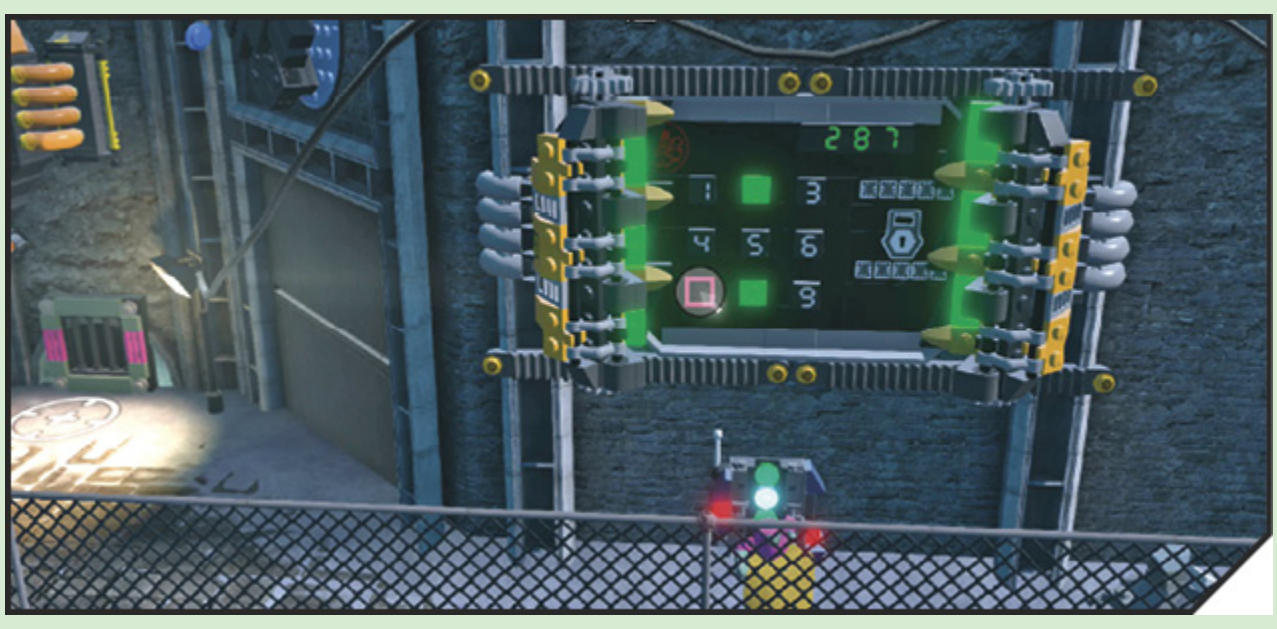
STAN LEE IN PERIL >>>

Before destroying the final gun, go past it to a pile of crates in front of an elevator shaft. Attack the crates, then step inside the elevator.

> THE COLLECTOR

Fly up to speak with The Collector, who wants Baron Strucker's monocle. Go down to the courtyard and use the Grate, which is next to the Save Point.

Use the Access Panel next to the large door to open the door. Watch for the green numbers to appear, then press matching buttons on the number pad. Clear out all the objects inside the room behind the door to get the monocle.



MINIKIT 7 >>>

Destroy the silver LEGO missile that's tracking Iron Man.

MINIKIT 8 >>>

In the keep courtyard, scan the area near the LEGO fires, then use the Twirl Poles to reach a Minikit.

MINIKIT 9 >>>

Go through the Grate (it's next to the Save Point) and use a heat beam to trace the large HYDRA logo. Use the bricks that spill out to build a S.H.I.E.L.D. emblem over the large door.

MINIKIT 10 >>>

Follow the stone walkway upward to a collapsed wall blocking your progress. Attack the gate house and build a Speed Boost Ramp from debris.

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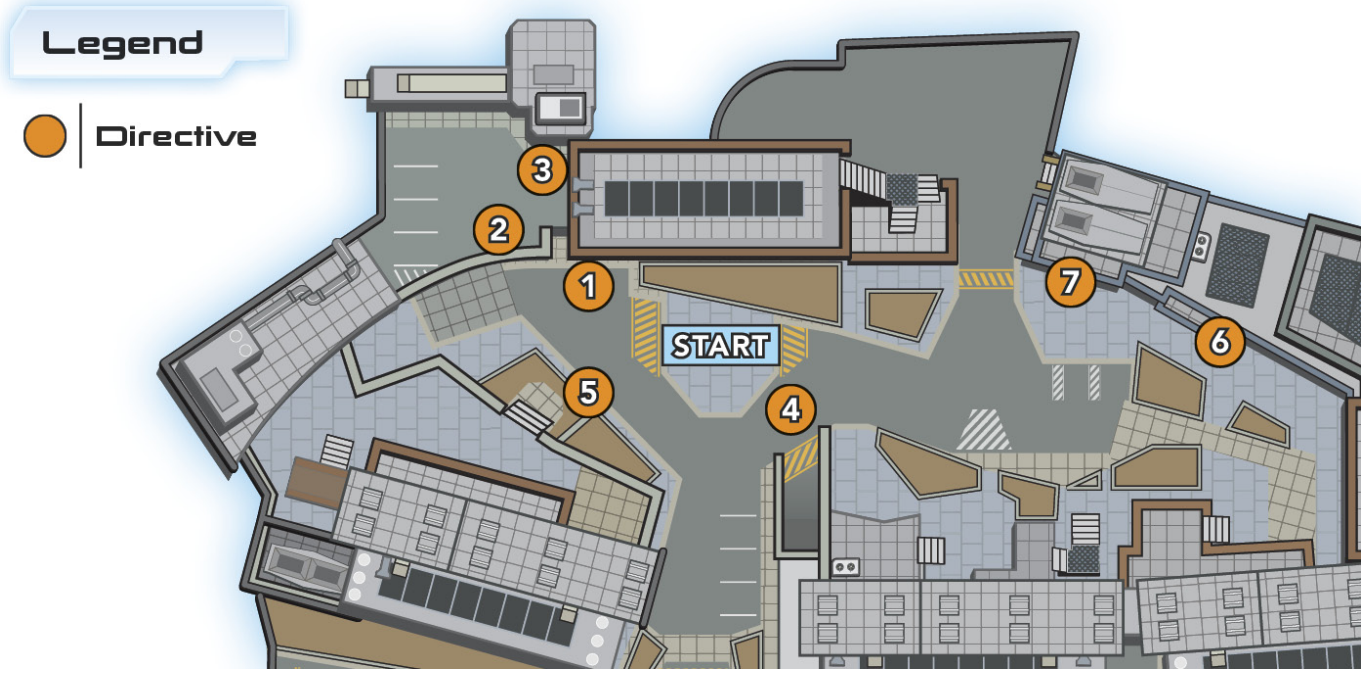
Hub Transit: S.H.I.E.L.D. Base

Hub Overview



Story Mode Characters Unlocked

Agent Coulson

Maria Hill

Nick Fury

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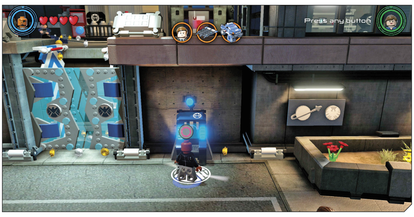
Hub Transit: S.H.I.E.L.D. Base

Agent Coulson, Maria Hill, and Nick Fury

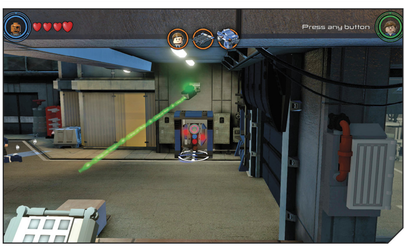
FREE AGENT COULSON >>>

Use the S.H.I.E.L.D. Access Terminal (1) to open the nearby gates. Maria Hill is an agile agent, able to jump between the blue and white grip wall panels behind the now-opened gates to reach the higher area.



Attack the glowing blue crates not far from where Maria Hill reached the higher level. Use the bouncing bricks to build a ladder (2) that drops down to street level. Move Nick Fury up the ladder and activate stealth.

Sneak under the security camera (the green scanning beam) and use the Technology Panel (3) it guards. The monitor on the wall shows the directions to push on your control stick to open the large door. After successfully inputting the arrows, Agent Coulson emerges from captivity.



BUILD A STUNT RAMP >>>

After the scene pans over to the large crates in the back, tag to Agent Coulson. Drop down to street level and target the crates (4). Agent Coulson's grenades destroy the crates and leave behind bricks that become a stunt ramp when assembled.

FREE THE TRUCK >>>

With the ramp assembled, switch to Maria Hill and approach the truck with the wheel immobilizer on it (5). Scan the area when prompted to make it possible for Agent Coulson to target the wheel immobilizer.

Put any character behind the steering wheel. The truck automatically zooms ahead and launches over the ramp. When it comes to a stop, the camera pans down the wall to show the final objective.

REACH THE ELEVATOR >>>

Use Nick Fury's stealth ability to reach the weight-sensitive plate under the scanning laser (6). Tag to either agent of S.H.I.E.L.D. (Nick Fury must remain in place to keep the door open) and use the S.H.I.E.L.D. Access Terminal to open the doors to an elevator (7). Move each character inside the elevator to continue to the next level.

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Level 2 | Story Mode

A Loki Entrance

True Avenger Requirement

- 105,000

Story Mode Characters Unlocked

Agent Williams

Hawkeye

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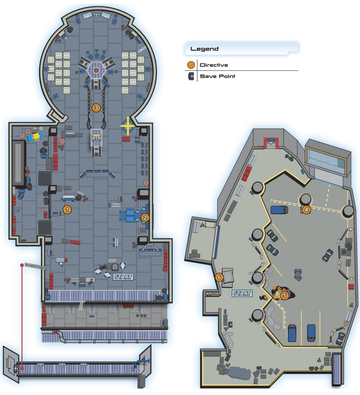
LEGO MARVEL AVENGERS

Level 2 | Story Mode

Hawkeye and Nick Fury

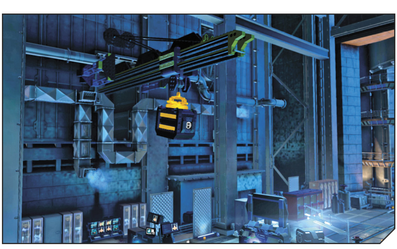


BREAK LOKI'S CONCENTRATION >>>

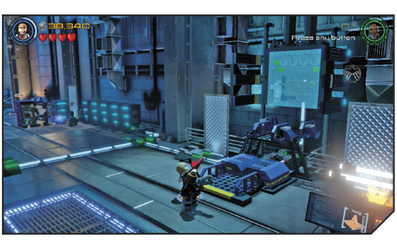
Clear out the mind-controlled technicians Loki sends to get your heroes. Loki remains halfway across the room, impossible to approach. He uses magic to repel anyone who gets too close. Target the Silver LEGO crates near the starting point with Hawkeye; his Silver Arrows destroy the crates, leaving building bricks behind.

Assemble a S.H.I.E.L.D. Access Terminal from the bricks. Use the terminal to position a large crate over Loki's head (1). Target the gold object inside the crate.

DEFEAT LOKI AND HIS CLONES >>>



Loki moves farther away and sends a second wave of mind-controlled technicians. When they're out of the way, go to Loki's original position. Use the contents of the crate you dropped on him to build a Technology Panel. Switch to Nick Fury to use the panel. Input the code to restore power to a lift and open a door (2).



Target the window of blue bricks behind the door with Hawkeye's Sonar Arrows. The blue bricks fall away to reveal a long-handled switch. Move either hero to the platform of the lift. After the lift rises to its maximum height, jump up and pull the switch to send a surge of electricity through the generators near Loki.

Loki moves again and, with no technicians to bend to his will, summons clones of himself. You must defeat twelve clones (3) to end the fight. Unfortunately for Hawkeye, Loki still has a few tricks up his sleeve.

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Level 2 | Story Mode

Agent Williams and Maria Hill

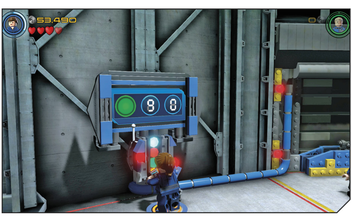
EXTINGUISH THE FIRES >>>

Loki escapes and leaves fires in his wake. The fires trigger the alarms and lock the garage doors. After you handle the mind-controlled agents Loki left behind, go to the pillar with the fire alarm (S). Shoot the target on the alarm to expose a S.H.I.E.L.D. Access Terminal. Use the terminal to activate the flame suppressant system.

BUILD AND ARM A VEHICLE >>>

With the fire extinguished, use the exposed bricks (S) to build a S.H.I.E.L.D. vehicle. The ceiling collapses on a pile of crates, revealing a Technology Panel on the wall (X). Send Maria Hill to the panel and input the correct code to open a nearby door.

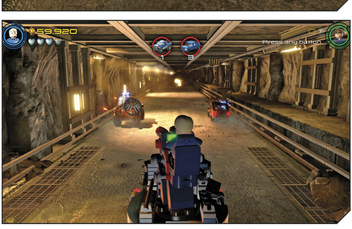
Defeat the mind-controlled agents behind the door, then return to the vehicle. Add a weapon to the vehicle with the new bricks left behind by an earlier motorcycle crash. The first character you place sits in the driver's seat. The second character jumps in the back and acts as the gunner.

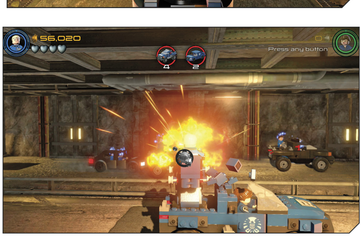


PURSUE LOKI >>>

The driver controls the vehicle and uses a rocket launcher that fires only directly ahead. The gunner can aim the guns but has no control over the vehicle. (The vehicle moves in a straight line when under computer control). The metal hearts under your character's portrait show how much damage your vehicle can take.

You face three waves of mind-controlled agents and their S.H.I.E.L.D. vehicles. The first wave has two trucks and three cars to destroy. Watch for their taillights in the darkness ahead. The trucks are more dangerous, so target them first.



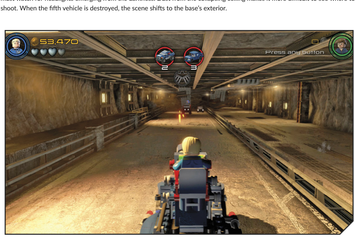


> MINIKIT: IN THE TUNNEL

There's a Minikit in the tunnel while you're battling the first wave of vehicles. Tag to Maria Hill and guide your vehicle into the Minikit.

Loki pops up and slows your vehicle enough to allow a second wave of mind-controlled agents to overtake your truck. There are two cars and four trucks this time. The driver's weapon is ineffective in this stretch, so stick with the gunner.

After the second wave is dispatched, Loki appears again and spins your vehicle. A third wave of vehicles appears. This time there are three cars and two trucks to handle. Since Loki spun out your vehicle, this fight takes place in reverse, meaning you must watch for headlights emerging from the darkness. Dust from the collapsing ceiling makes it more difficult to see where to shoot. When the fifth vehicle is destroyed, the scene shifts to the base's exterior.



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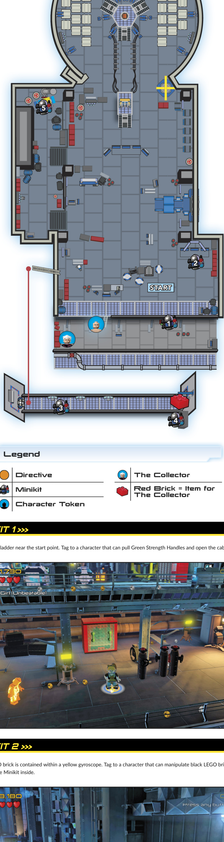
LEGO MARVEL AVENGERS

Level 2 | Free Play

A Loki Entrance: A



Legend

- Directive
- Minikit
- Character Token
- The Collector
- Red Brick = Item for The Collector

MINIKIT 1 >>>

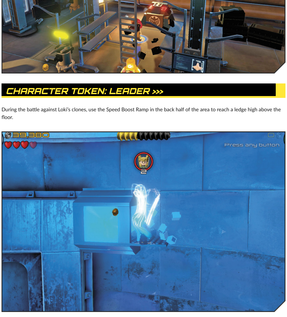
Descend the ladder near the start point. Tag to a character that can pull Green Strength Handles and open the cabinet.

MINIKIT 2 >>>

A black LEGO brick is contained within a yellow gyroscope. Tag to a character that can manipulate black LEGO bricks and shake free the Minikit inside.

MINIKIT 3 >>>

Climb the ladder near the bank of red cabinets. Charge the Electricity Panel from the catwalk at the top of the ladder to generate a Minikit.



MINIKIT 4 >>>

Go to the opposite end of the catwalk from the Electricity Panel. Shoot the target above the two green lights to break open the fan cage. Fly over to the Minikit to claim it.

MINIKIT 5 >>>

Descend the stairs near Loki's first position. Tag to a character that can repair the glowing blue bricks.

CHARACTER TOKEN: ABSORBING MAN >>>

Go down the ladder not far from the starting point. Target the Shield Switch on the back wall to open the box in front of it.

CHARACTER TOKEN: LEADER >>>

During the battle against Loki's clones, use the Speed Boost Ramp in the back half of the area to reach a ledge high above the floor.

> THE COLLECTOR

Descend the ladder near the starting point. The Collector stands in front of a bank of red cabinets on the lower level. He's in search of a toy rocket.

Ascend the ladder that leads up to the catwalk. Go to the far end and tag to a character with mind control abilities. Guide the technician inside the glass enclosure to pull down the switch.

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LEGO MARVEL AVENGERS

Level 2 | Free Play

A Loki Entrance: B

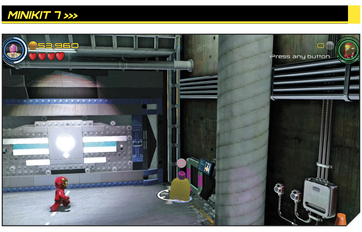
Legend

- Minikit
- Character Token
- Save Point
- Stan Lee in Peril

MINIKIT 6 >>>

Hit the Shield Switch over the large door in the corner of the garage. Use Telekinetic Powers to unlock the safe with the red key.

MINIKIT 7 >>>

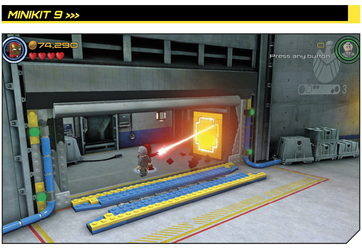


Use the Grate near the large garage door at the end of the room to reach a glass-enclosed walkway over the door. Look for the Minikit on the opposite end of the walkway.

MINIKIT 8 >>>

After using the S.H.I.E.L.D. Access Terminal to activate the fire suppressant system, tag to a Hydra character and use the terminal again.

MINIKIT 9 >>>



Go into the room behind the long door that opened after you used the Technology Panel revealed by falling crates. Cut open the gold bricks with a laser beam.

CHARACTER TOKEN: S.H.I.E.L.D. SCIENTIST >>>

Tag to Hawkeye and shoot out the blue LEGO glass front of the emergency box on the wall.

STAN LEE IN PERIL >>>

Choose a character capable of smashing cracked blocks. Break open the side of the vehicle near the flaming wreckage of a S.H.I.E.L.D. truck.

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Level 2 | Free Play

A Loki Entrance: C

MINIKIT 10 >>>

Minikit appears in the tunnel while you're battling the first wave of vehicles. Tag to the driver and guide your vehicle into the Minikit.

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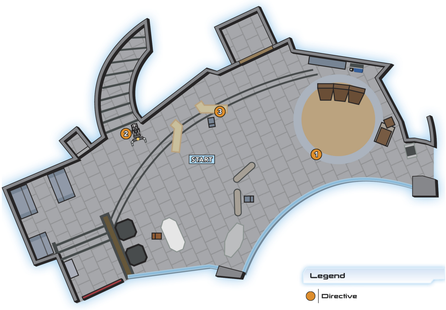
Hub Transit: Stark Tower

Agent Coulson, Pepper Potts, and Tony Stark



Story Mode Characters Unlocked

Pepper Potts

Tony Stark

ANSWER THE PHONE >>>

Move Tony Stark to the round table (1). Scan the area to reveal a cell phone. Pick up the phone and speak with Agent Coulson.

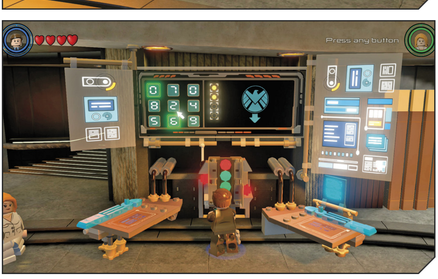
ACCESS THE COMPUTER FILES >>>

After Agent Coulson appears, tag to him and walk past the large screen on the wall next to the elevator. Target the crate encased in silver bands (2) and blast it.

Use the crate's contents to build a lever. Turn the lever to bring up a platform from under the floor. The robot on the platform requires repairs.

Tag to Tony Stark to fix the robot, which then cuts through the doors directly ahead of it. Use the parts from the destroyed door to build a S.H.I.E.L.D. Access Terminal.

Using the terminal reveals a Technology Panel under the large screen (3) near the elevator. Move the pointer on the screen to the four squares in the same order as you were shown. Press the indicated button on your controller to open the computer's files regarding other super heroes.



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Level 3 | Story Mode

Rail HYDRA

True Avenger Requirement

- 200,000

Story Mode Characters Unlocked

- Bucky Barnes
- Captain America (Classic)
- Steve Rogers (Boxing Gloves)

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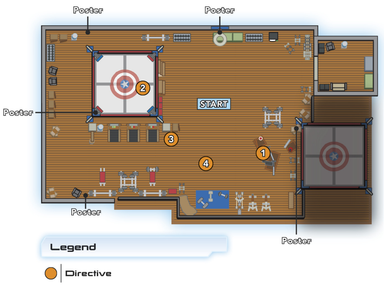
Level 3 | Story Mode

Steve Rogers (Boxing Gloves) and Nick Fury



HIT THE SPEED BAG >>>

Nick Fury finds Steve Rogers in the gym, working out. To complete the workout, you must build and use three machines designed for boxing training.

To build the first machine, attack the boxes of parts (1). Build a speed bag machine from the bricks that were inside the box. Nick Fury must shoot the target atop the machine before Steve Rogers can use it. To train, tap the indicated button until the machine is destroyed.

> MINIKIT: CAPTAIN AMERICA POSTERS

Five posters featuring Captain America are scattered around the gym's walls. Look for them behind the green lockers under the scoreboard, on the posts around both boxing rings, and on the walls.

WORK THE BODY >>>

Enter the ring near the line of treadmills (2). Attack the turnbuckle covers and the table with boxing gloves on top of it. Assemble the bricks left behind into a mannequin's torso complete with boxing gloves. Tap the indicated button again until Steve Rogers delivers a powerful uppercut that scatters bricks and studs everywhere.

HEAVY BAG WORKOUT >>>

Build a Technology Panel from the bricks that settle near one end of the treadmills (3). Take control of Nick Fury and interact with the panel. Tap the indicated button to send a surge of electricity through the treadmills.

The treadmills explode and leave behind the parts necessary to construct a heavy bag station (4). Move Steve Rogers to the circle on the ground and tap the indicated buttons to complete his workout and begin a flashback.

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LEGO MARVEL AVENGERS

Level 3 | Story Mode

Captain America (Classic) and Bucky Barnes

DESTROY THE FIRST CANNON >>>

The fighting begins before the Red Skull's mocking ends. Take down the black-clad HYDRA agents until one approaches a cylindrical device on a higher floor. The device activates a cannon defense system (5).

Use Captain America's shield to put out the fires in the middle of the room. Use the bricks salvaged from the flames to build a Red Grapple Handle at the base of the cannon.

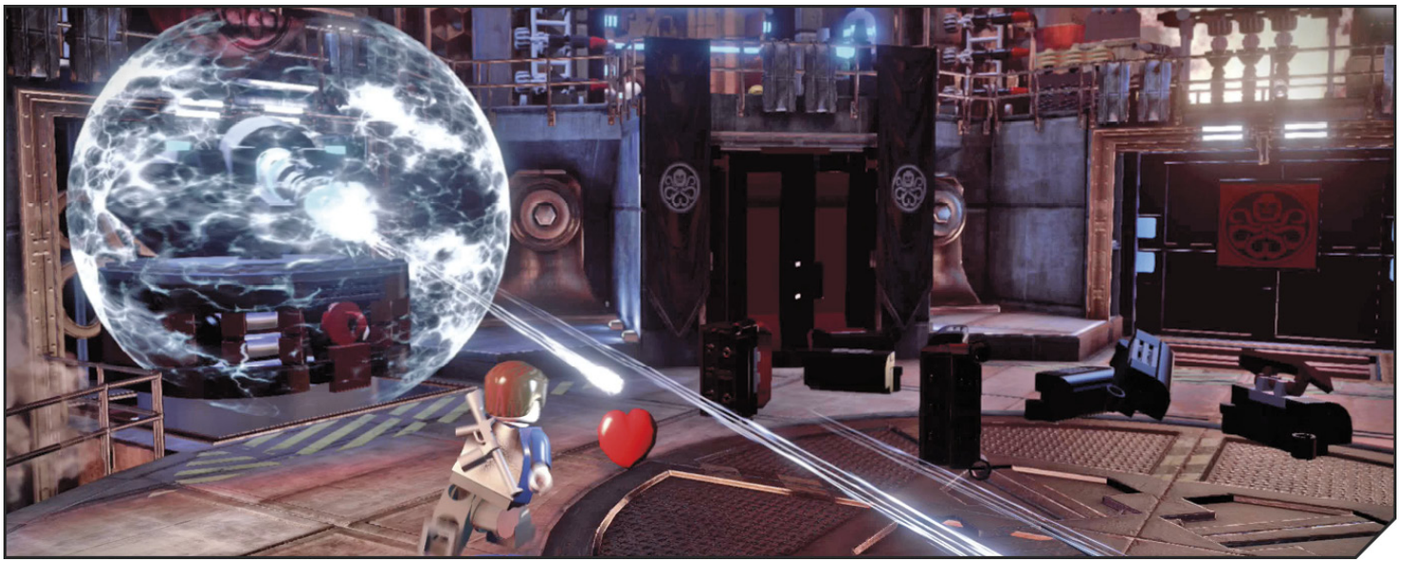
Tag to Bucky Barnes and pull the handle to remove a chunk of the cannon's armor. To destroy the cannon, target the silver tubes with sticky grenades, courtesy of Bucky Barnes.

DESTROY THE SECOND CANNON >>>

A second cannon emerges from under the floor (6), and this one has a force field protecting it. You must avoid the cannon's shots for 20 seconds. At the end of the 20 seconds, the force field drops.

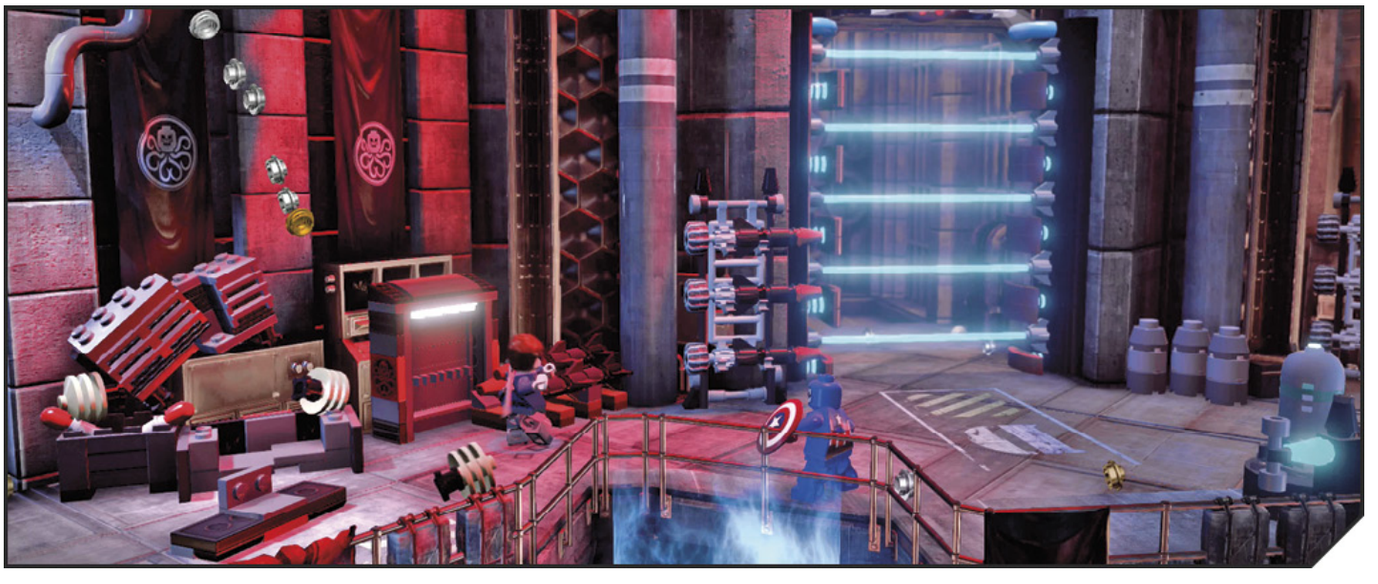
Pull on the Red Grapple Handle (it comes pre-installed, so you don't need to build anything) to expose silver tubes. Lob a sticky grenade at the tubes to eliminate the second cannon.

DESTROY THE THIRD CANNON >>>

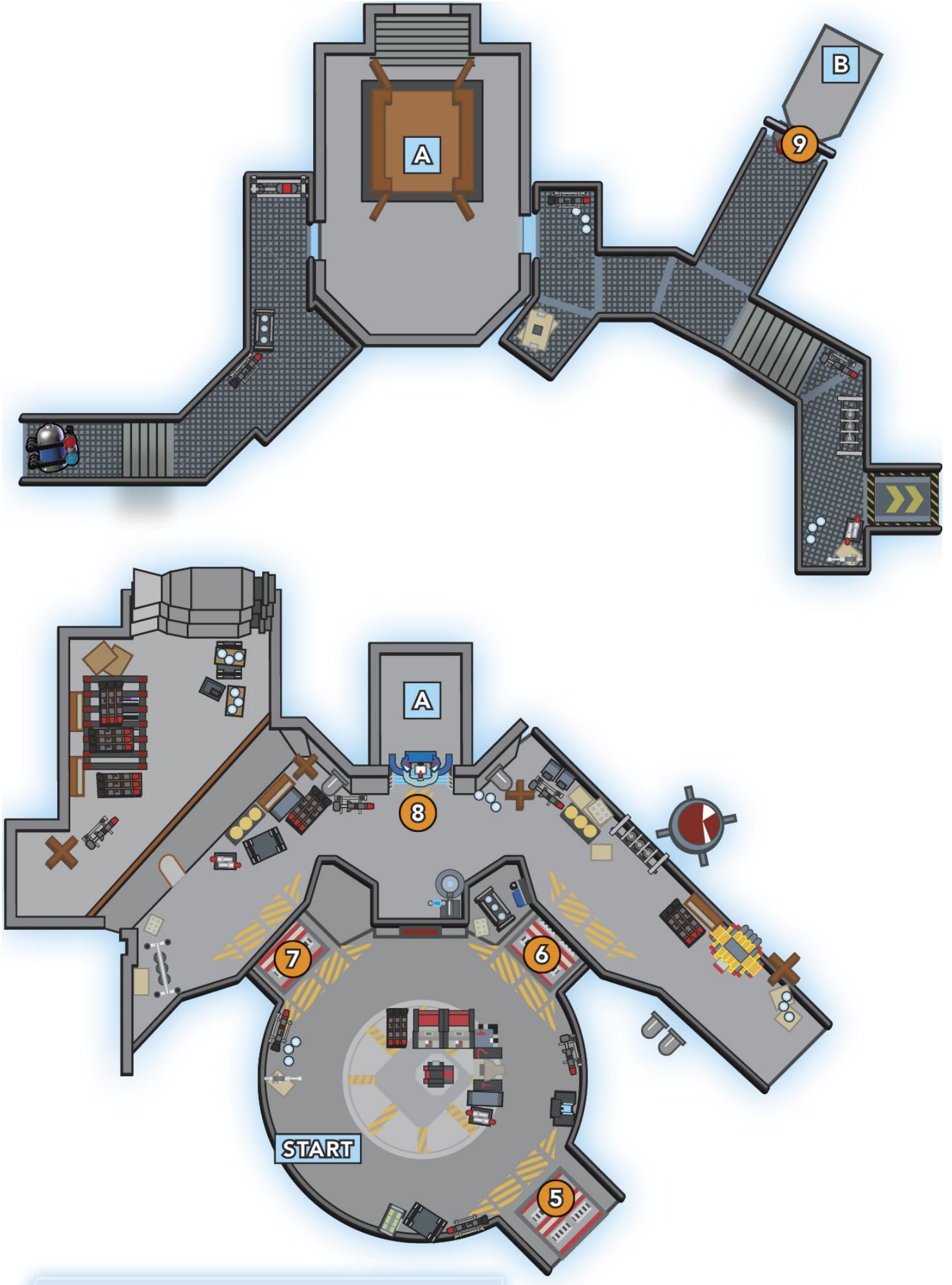


Arnim Zola deploys the third cannon (7) across the room from the first. Like the second cannon, it has a Red Grapple Handle already in place and is also protected by a force field (one that lasts for 30 seconds). You destroy it in the same way as you did the previous cannons.

The third cannon leaves behind a pile of bricks. Build the bricks into an air-based elevator. Then hop into the air current to reach the next floor.



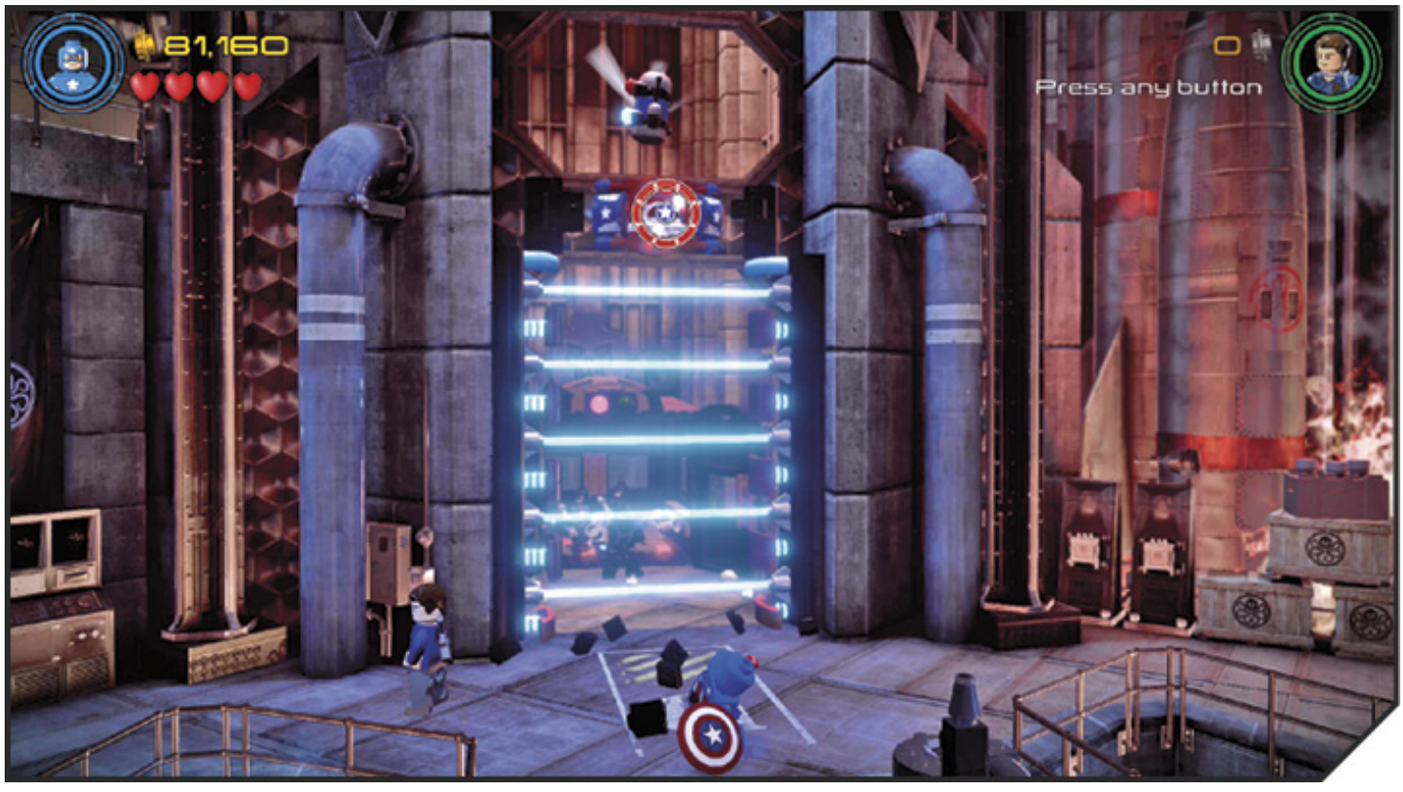
REACH THE CONTROL ROOM >>>



Legend

	Directive
	Map Connector
	Minikit
	Save Point

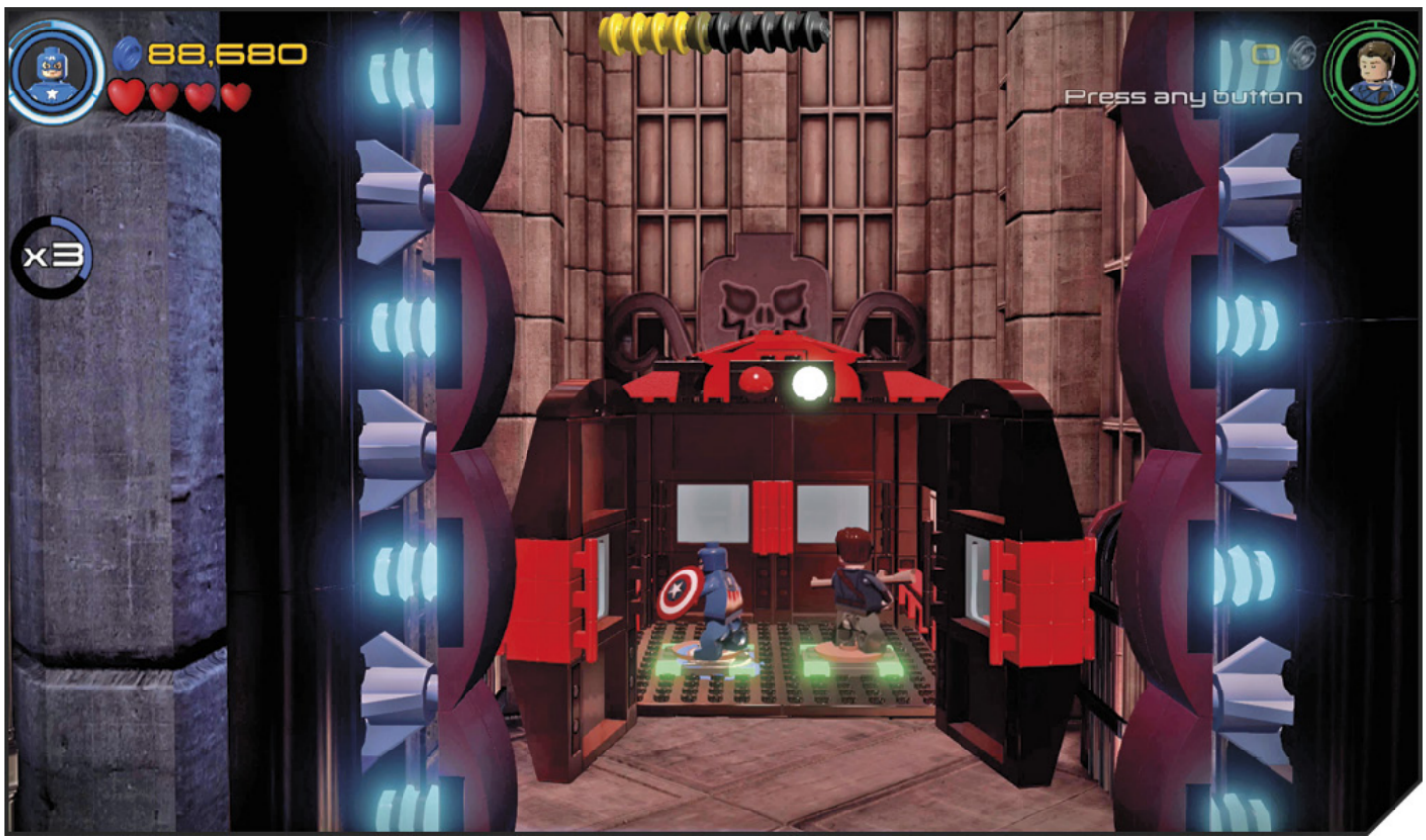
The Red Skull sends down a cadre of his guards in an elevator. You can't engage them until you remove the glowing blue bars blocking the elevator shaft (8). Target the silver bricks above the bars with Bucky Barnes. Tag to Captain America and aim for the newly exposed Shield Switch.



After the bars vanish, don't rush into the room with the elevator to fight the Red Skull's henchmen. Most are the same rank-and-file enemies you've faced up to this point, but a more powerful foe dual-wielding large guns guards the elevator doors.

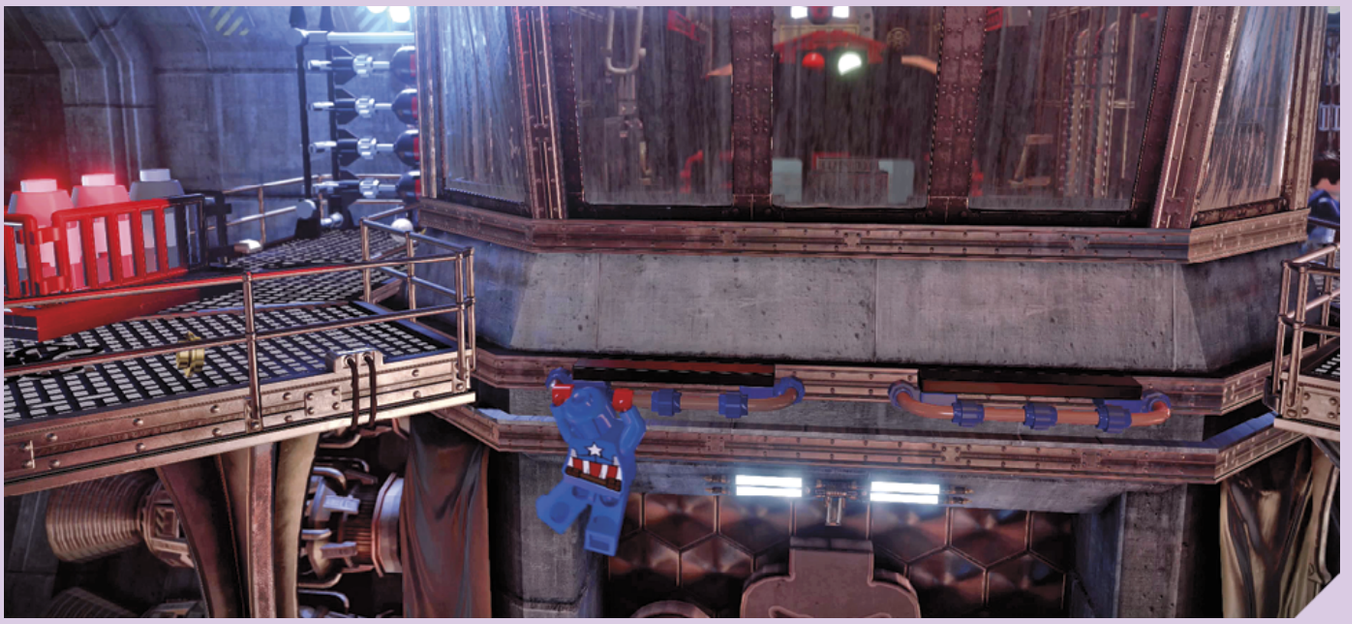
Wait for the weaker enemies to charge from the elevator room and dispatch them. To tackle the tougher guard, put Captain America in Shield Mode to deflect the incoming shots. Move in close to knock out the two-gun terror.

The elevator requires one character to stand on each of the two activator panels on its floor. If you're playing solo, move the character you're controlling to one of the panels and your partner should automatically stand on the other. When Captain America and Bucky Barnes reach the control room, the Red Skull and Arnim Zola scurry away and seal the exit behind them.



> MINIKIT: ON THE CATWALK

Attack the large container outside the control room and attach the leftover bricks as hanging bars to the exterior of the control room. Use the bars to reach the catwalk on the other side of the control room, where a Minikit is waiting to be collected.

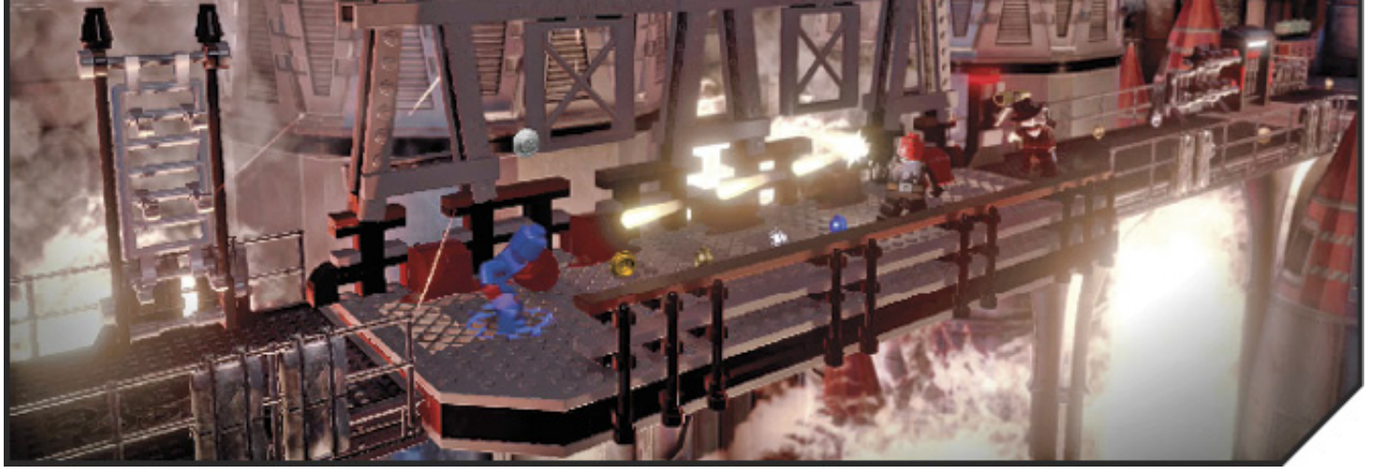


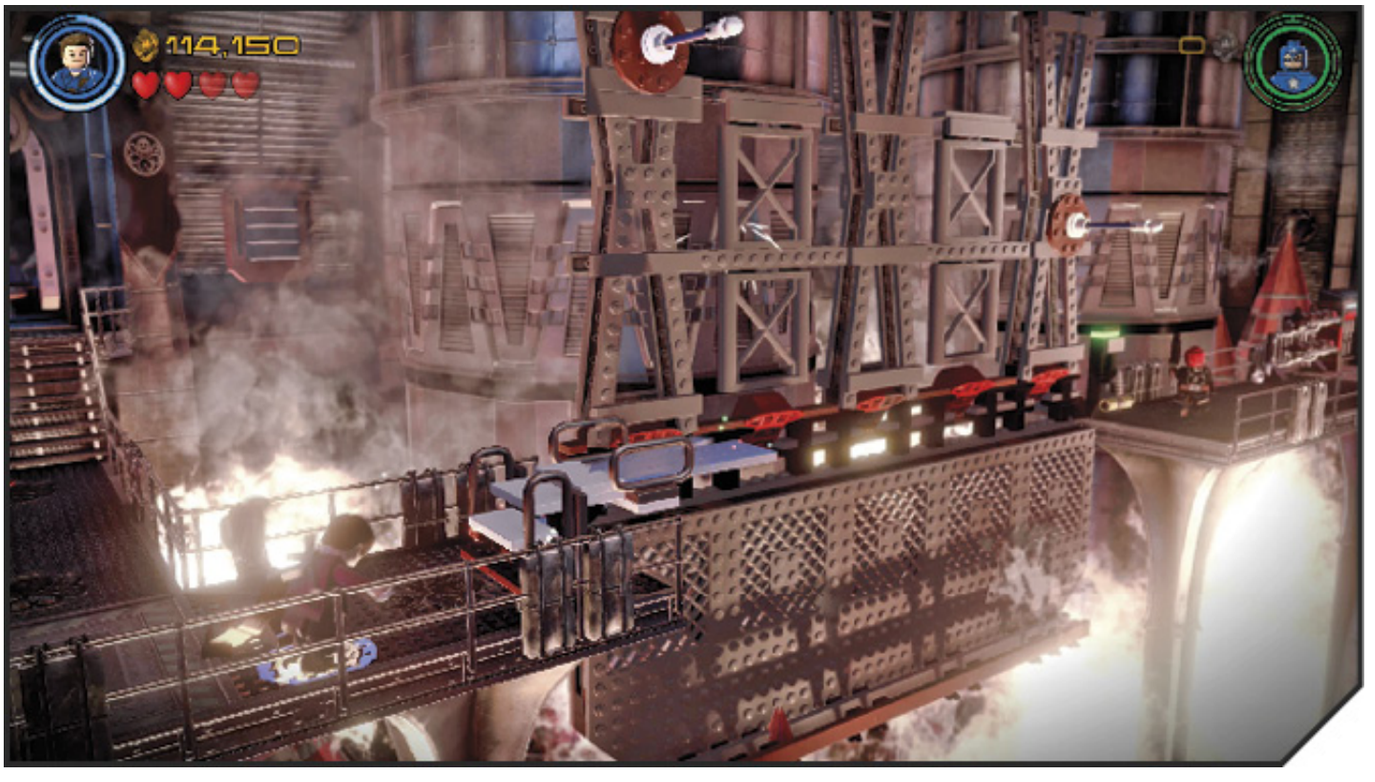
FIND ANOTHER WAY AROUND >>>

A round door on a high ledge (9) bursts open. A fresh wave of guards emerges from the door and attacks. After handling the enemies, target the Red Grapple Handle below the round door (the handle is on the same level as your heroes) with Bucky Barnes. Pulling the handle reveals a ladder that leads up to a landing in front of the round door.

The door is built from silver bricks, which call for a sticky grenade from Bucky Barnes. Climb the ladder and go through the blasted-open door to continue the pursuit of Red Skull.

BATTLE THE RED SKULL >>>

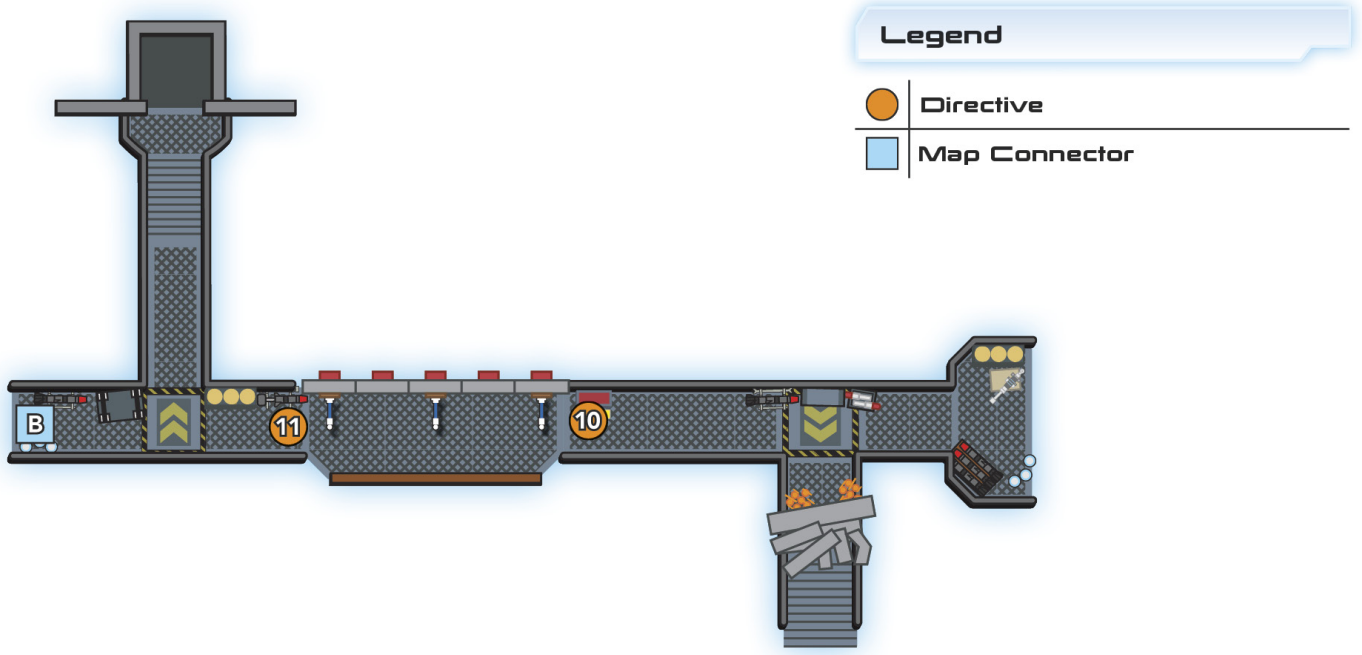




The Red Skull guards one end of the narrow catwalk (10). Battle the Red Skull with Captain America through a Quick Time Event. The Red Skull uses a powerful weapon to blast anyone who steps on the lighter-colored section of the walkway. Put Captain America in Shield Mode to deflect the Red Skull's blasts and move in close. Arnim Zola quickly destroys a large part of the catwalk and starts a small fire, forcing Captain America to retreat.

Extinguish the fire (11) with Captain America's shield, then target the debris behind the fire with Bucky Barnes. The sticky grenade turns the debris into bricks that can be built into a springboard.

Tag to Captain America and jump from the springboard to the Twirl Poles. Avoid the grenades thrown by the Red Skull while swinging between the poles. When you reach the other side, the scene briefly flashes back to the present.



HOPPING TRAIN CARS >>>

This next stretch takes place atop a train. There are new hazards in addition to the black-clad HYDRA guards. Avoid falling off the train while fighting. Extended combinations where characters leap during an attack may carry them over the edge. Handrails line each train car but your character may not always grab one before falling to the ground.

There are also turrets that shoot bullets, and coils that discharge electricity between them. Take out both hazards from a safe distance with a thrown shield or other ranged attack.

To capture Arnim Zola, you must work toward the front of the train. After advancing past a few cars, one of the powerful guards armed with two guns appears and destroys the roof of a train car, dropping Captain America and Bucky Barnes inside the train (12).

Extinguishing the fire reveals two sets of building bricks. One set becomes a hanging bar attached to the wall of the car. The other is a control device that lowers and raises the hanging bar.

> MINIKIT: CABOOSE

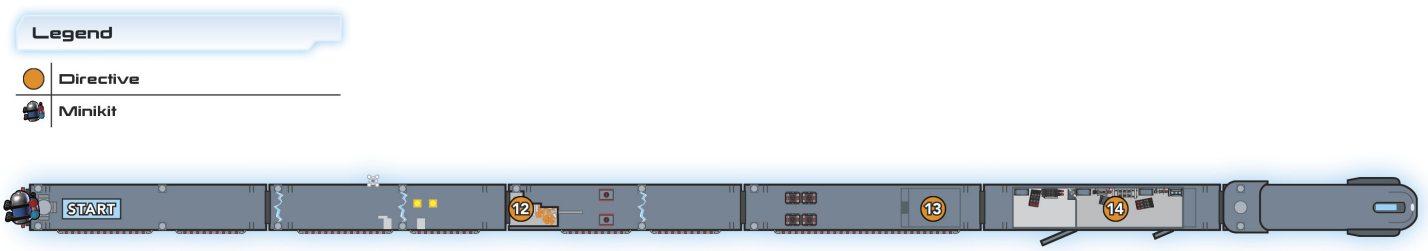
Backtrack from the start point and drop down the back of the train using the hanging bars. Grab the Minikit attached to the lowest bar, then hop back up to the top of the train.

GET BACK ON TOP >>>

Use the control device to move the bar to its lower position. Double-jump with Captain America to reach it. Jump up to the roof of the car and be ready for a fight. Defeat the guard and destroy the nearby container.

The bricks in the container include a Red Grapple Handle. Use the rest to build a tracked sleigh. Push the sleigh down the track until Bucky Barnes can target the handle and hoist himself up.

The next coils are shielded by silver bricks that must be removed with a sticky grenade. The enemies beyond the coils are supported by twin turrets, so work quickly to clear the area before your heroes take too much damage.



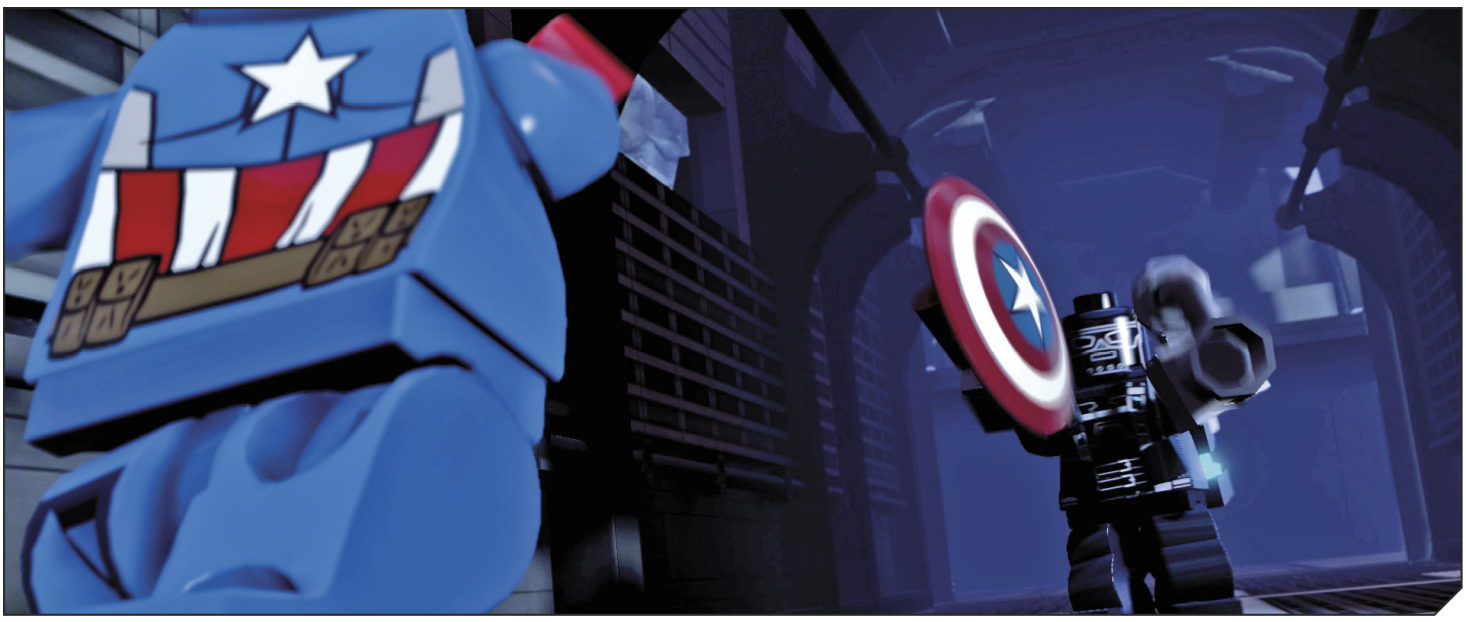
DESTROY THE CANNON >>>

Upon reaching the next car (13), Arnim Zola taunts Captain America. He then unveils his ultimate weapon: a large, gold brick-plated cannon that fires a devastating energy beam.

The energy beam destroys the containers in front of it to show its power. Keep the turret just off-screen while you construct a Shield Deflect Pad. Move Captain America on top of the pad and redirect the energy beam back at the turret. Target each of the gold bricks until they are destroyed.

FINAL FIGHT ON THE TRAIN >>>

Put out the fire and drop down the hatch from which the cannon emerged. A short jaunt through the train cars ends (14) when an explosion leaves Bucky Barnes clinging to the outside and Captain America fighting on his own on the inside. Defeat the final enemies inside the train to return to the present.



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Level 3 | Free Play

Rail HYDRA: A

Legend

- Minikit
- Character Token
- Stan Lee in Peril

MINIKIT 1 >>>

Attack the five Captain America posters scattered around the gym's walls. One poster is behind the lockers under the basketball hoop. This poster is much easier to see after putting the basketball through the hoop to acquire Minikit 3.

MINIKIT 2 >>>

Use the S.H.I.E.L.D. Access Terminal a second time with a HYDRA agent to summon a floor buffer. Guide the floor buffer like you would any vehicle, but with much worse handling. Buff the five rough patches on the gym floor to get a Minikit.

MINIKIT 3 >>>

Use Telekinetic Powers to put the basketball through the hoop.

CHARACTER TOKEN: DUM DUM DUGAN >>>

Use the S.H.I.E.L.D. Access Terminal to open the cage door. Dum Dum Dugan's Character Token is inside the cage.

STAN LEE IN PERIL >>>

After destroying the line of treadmills next to the boxing ring, scan the area against the far wall to expose a vending machine made up of black LEGO bricks. Disassemble the vending machine, then use Telekinetic Powers to send a refreshing beverage to Stan Lee.

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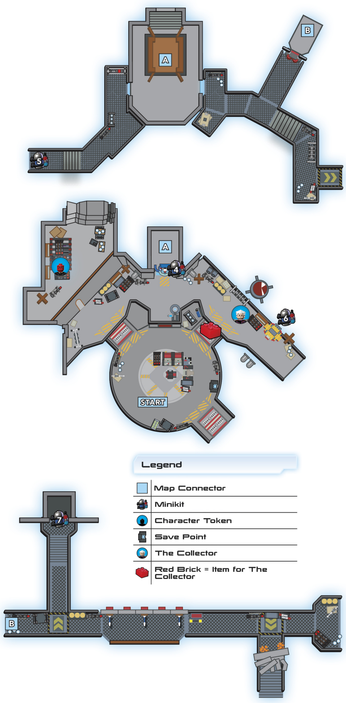
LEGO MARVEL AVENGERS

Level 3 | Free Play

Rail HYDRA: B



MINIKIT 4 >>>

Fly above the Shield Switch used to deactivate the energy bars blocking the elevator shaft.

MINIKIT 5 >>>

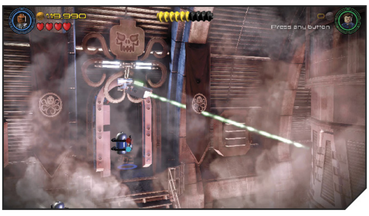
Attack the large container outside the control room and attach the leftover bricks as hanging bars to the exterior of the control room. Use the bars to reach the catwalk on the other side of the control room, where a Minikit is waiting to be collected.

MINIKIT 6 >>>

Attack the gold LEGO brick object next to The Collector with a heat beam. Assemble a Speed Boost Pad from its contents, then use the pad to reach a line of studs and a Minikit.

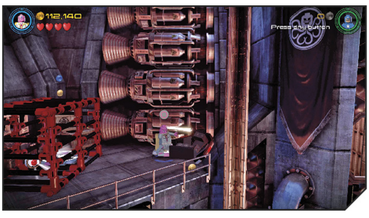
MINIKIT 7 >>>

During the final confrontation against the Red Skull, use a Stealthy character to get the Minikit from under the security camera.



CHARACTER TOKEN: RED SKULL >>>

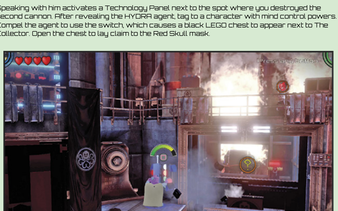
Use a flying character to reach the ledge and clear out the boxes of munitions to reveal a Grate. Use the Grate to get inside the red and black cage that houses the Red Skull Character Token.



> THE COLLECTOR

The Collector is on the higher walkway behind the spot where the second cannon spawns. He's looking for an authentic Schmidt Red Skull mask.

Speaking with him activates a Technology Panel next to the spot where you destroyed the second cannon. After revealing the HYDRA agent, tag to a character with mind control powers. Compel the agent to use the switch, which causes a black LEGO chest to appear next to The Collector. Open the chest to lay claim to the Red Skull mask.



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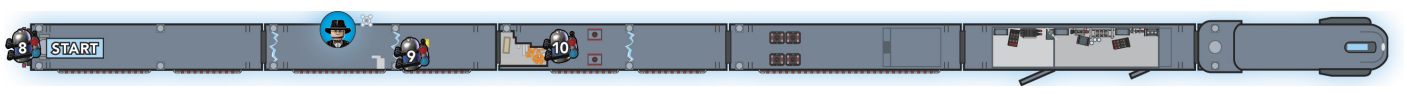
Level 3 | Free Play

Rail HYDRA: C

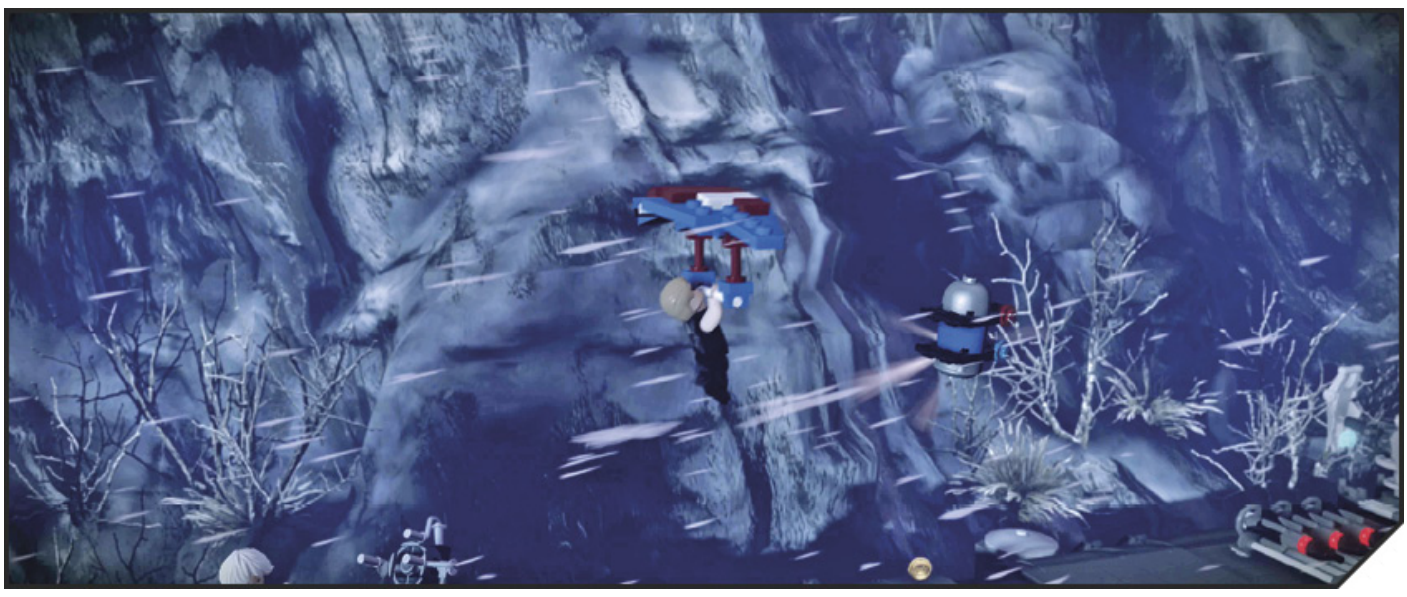


MINIKIT 8 >>>

Backtrack from the start point and drop down the back of the train using the hanging bars. Grab the Minikit attached to the lowest bar, then hop back up to the top of the train.

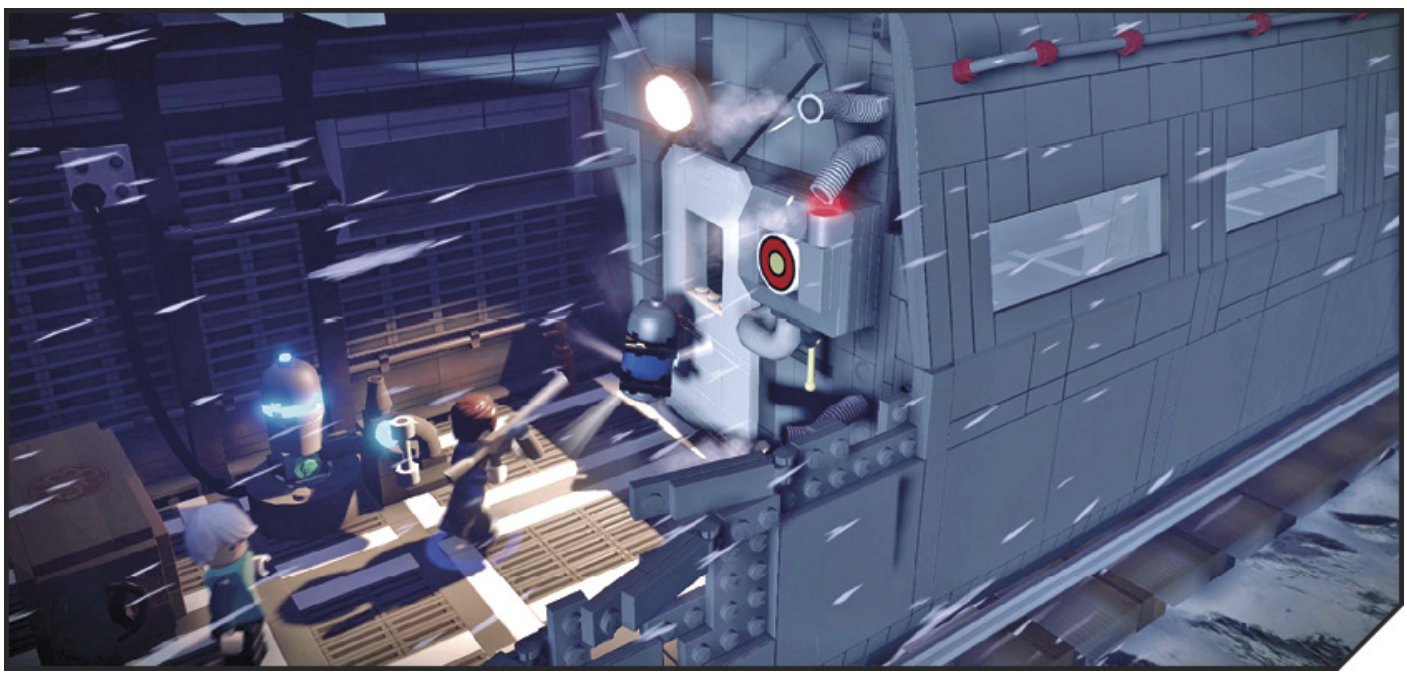
MINIKIT 9 >>>

Tag to a character with a heat-based attack and destroy the gold brick objects atop the second car. Assemble the leftover bricks into a hang glider. Use an agile character to ride the hang glider up to a Minikit.



MINIKIT 10 >>>

Scan the door of the third train car (the one that has its roof blown off). Tag to a character with a ranged attack and hit the target that's revealed.



CHARACTER TOKEN: ARNIM ZOLA >>>

Get past the first electric coils and tag to a character with telekinetic powers who can manipulate the antenna crackling with red energy. When the bomb falls from above, it breaks open and drops the Character Token for Arnim Zola.

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Hub Transit: Manhattan

Hub Overview

Story Mode Characters Unlocked

Steve Rogers (Civilian)

Steve Rogers (Gym)

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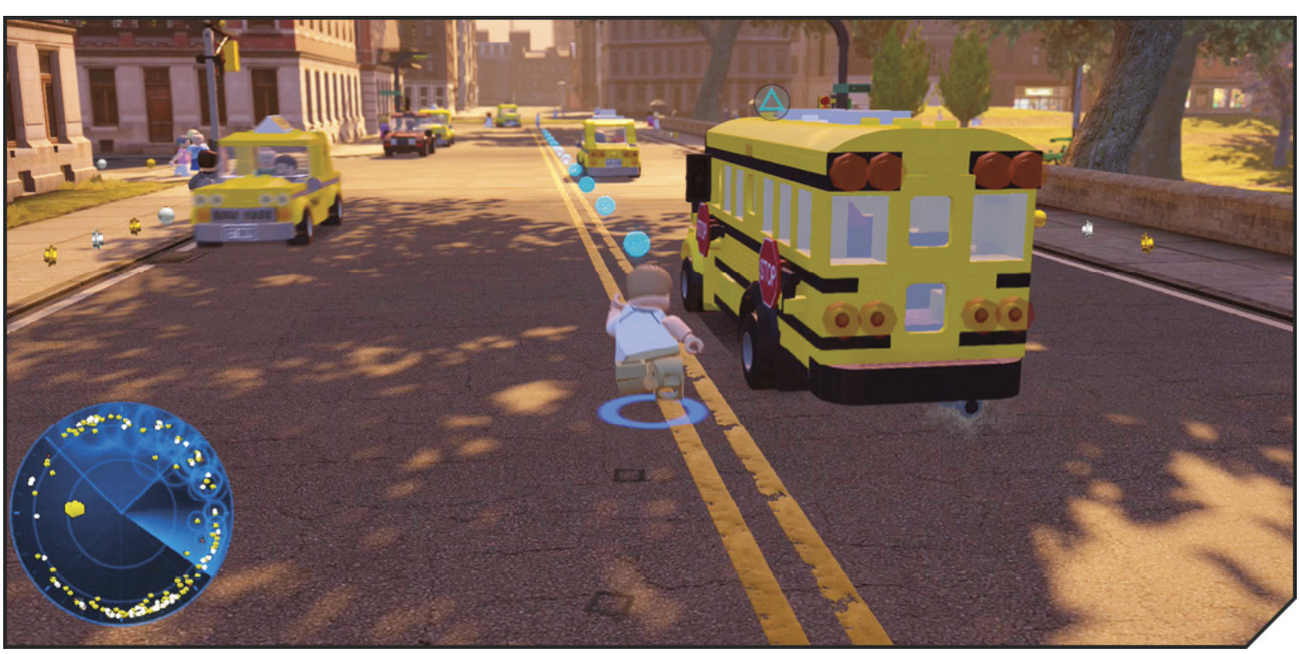
Hub Transit: Manhattan

Agent Coulson and Steve Rogers (Gym)

GET TO THE QUINJET >>>

This is your first visit to the city of Manhattan, an area filled with things to do. There's so much to do that an entire section of this guide has been dedicated to it. If you want to explore now, flip to that section to see the map and what activities are available.

To continue the adventure, follow the ghost studs to a dock on the river. You can use some vehicles to get around faster. When you reach the dock, get into the quinjet to fly off.



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Level 4 | Story Mode

Shakespeare in the Park

True Avenger Requirement

- 150,000

Story Mode Characters Unlocked

Black Widow

Bruce Banner

Captain America

Iron Man (MK6)

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Level 4 | Story Mode

Black Widow, Bruce Banner, and Steve Rogers (Civilian)

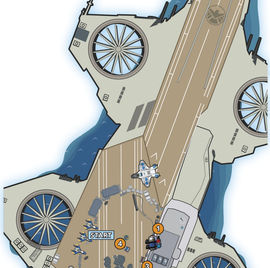
PREPARE FOR LANDING: LIGHTS ON >>>

There are three tasks to accomplish before Captain America can land safely aboard the Helicarrier. The first task is to provide runway light.

Put Black Widow into stealth and walk to the Technology Panel under the security camera (B). Pull the switch to power up the lights on the flight deck.

> MINIKIT: BEHIND CLOSED DOORS

Use the S.H.I.E.L.D. Access Terminal next to the security camera to open a set of doors. There's a Minikit inside the storage room behind the doors.

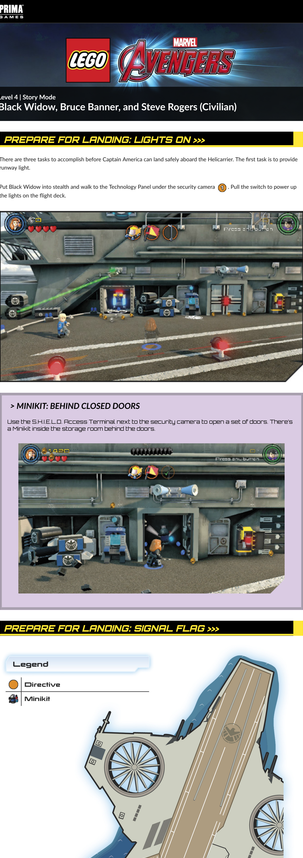


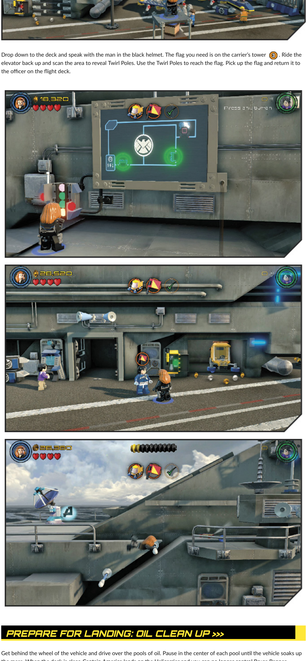
PREPARE FOR LANDING: SIGNAL FLAG >>>

Stick with Black Widow and jump up the progressively taller shelving units in the pools of oil (B). Scan the area atop the tallest unit to reveal two targets. Hit the targets to drop an elevator platform to the deck.

Move one character to either side of the elevator and ride it to the higher level. Destroy the container next to the elevator and use the bricks to build a Technology Panel. Click on the three circuits in any order to align them and restore power to the door below.

Drop down to the deck and speak with the man in the black helmet. The flag you need is on the carrier's tower (B). Ride the elevator back up and scan the area to reveal Twirl Poles. Use the Twirl Poles to reach the flag. Pick up the flag and return it to the officer on the flight deck.





PREPARE FOR LANDING: OIL CLEAN UP >>>

Get behind the wheel of the vehicle and drive over the pools of oil. Pause in the center of each pool until the vehicle soaks up the mess. When the deck is clear, Captain America lands on the Helicarrier and you can no longer control Bruce Banner.

ACTIVATE THE HANGAR ELEVATOR >>>

Move everyone to the elevator pad (the S.H.I.E.L.D. logo) (B). In the middle of the deck. Tag to Steve Rogers and target the Shield Switch. Pull the switch that appears to send the elevator down.

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LEGO MARVEL AVENGERS

Level 4 | Story Mode

Captain America and Iron Man (MK6)

DEFEAT LOKI >>>

Loki commands mind-controlled S.H.I.E.L.D. agents to attack Captain America and Iron Man. He also joins the attack against the Avengers with blasts from his staff. This is a good time to explore the area and collect studs if you want to reach the True Avenger threshold.

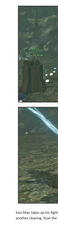
After defeating the agents, Loki attacks directly. Whenever he catches one of your heroes while you're playing solo, the game will prompt you to tap to the other hero. One quick attack is enough to break Loki's hold.

After Loki takes enough damage, he teleports to a new location and conjures doppelgangers of himself. These duplicates exert an energy barrier and attack.

After you defeat his duplicates, Loki appears in yet another location, where he honors himself with a statue. Harry over to attack him again (he deflects ranged attacks, so you must get in close) while handling a fresh wave of mind-controlled agents at the same time.

Loki conjures another batch of duplicates. After the last one falls, Loki teleports to the landing between the wide staircases at the far end of the plaza. He sends another wave of agents, then conjures more duplicates.

The third group of duplicates will not move or attack directly. They fire beams when your heroes stand in certain locations. Move Iron Man near the duplicates and scan the area. Scanning reveals the true Loki, who is whisked away by Thor after you defeat him.



BATTLE THOR >>>

The scene shifts to Captain America and Iron Man in a forest clearing. Tag to Iron Man and target the silver LEGO bricks to open the path.

> MINIKIT: SPIDER WEBS

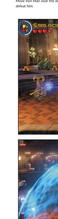
There are five spiders in their webs scattered around the arenas where you battle Thor. Hit all five to get a Minikit.

Continue to the next clearing and scan the area around the center statue. Thor appears and attacks Iron Man. Tap the button that appears over Iron Man's head to get the upper hand in the fight.

Iron Man knocks Thor into a larger clearing. Thor flies to a large branch and battles the area with lightning. Avoid the spots where the lightning strikes, as they inflict damage with each hit.

Use the bricks left behind by Thor's lightning to build a giant chainsaw. Thor directs a bolt of lightning at a Shield Deflect Pad on the ground. Put Captain America on the Shield Deflect Pad and hit the chainsaw with Thor's lightning to get it started. Iron Man takes care of the rest.

Iron Man takes up his fight against Thor again, so quickly tap the button that appears over Iron Man's head to move the fight to another clearing. Scan the area under the trees where Thor is standing. Then blast the object that's revealed.



Attack the trees to uncover a bridge across the gap. Thor summons more lightning, creating a pile of bricks that you can assemble into a Technology Turret.

Use the panel to call in cargo containers that supply the parts necessary to build a large cannon. The cannon fires Iron Man at Thor after an assist from Captain America and a Shield Switch.

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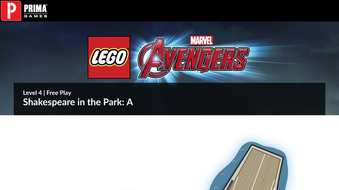


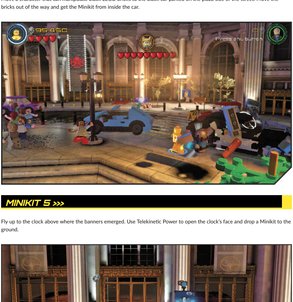
Shakespeare in the Park: A

MINIKIT 1 >>>

Use the S.H.I.E.L.D. Access Terminal next to the security camera to open a set of doors. There's a Minikit inside the storage room behind the doors.

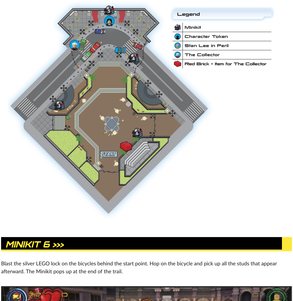
MINIKIT 2 >>>

Fly up between the elevator and S.H.I.E.L.D. emblem on the side of the bridge. There's a Minikit just under Stan Lee.



MINIKIT 3 >>>

Attack the pinkish box near Loki's initial position. Assemble a Grate from the leftover bricks. The Minikit is next to the Grate's exit point.

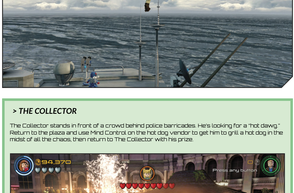


MINIKIT 4 >>>

Move a character that can manipulate black LEGO bricks to the black car parked on the plaza side of the street. Move the bricks out of the way and get the Minikit from inside the car.

MINIKIT 5 >>>

Fly up to the clock above where the banners emerged. Use Telekinetic Power to open the clock's face and drop a Minikit to the ground.



MINIKIT 6 >>>

Blast the silver LEGO lock on the bicycles behind the start point. Hop on the bicycle and pick up all the studs that appear afterward. The Minikit pops up at the end of the trail.

CHARACTER TOKEN: LOKI (SUIT) >>>

Use the S.H.I.E.L.D. Access Terminal across the street from the plaza to unfurl a S.H.I.E.L.D. banner. Tag to a HYDRA character and use the terminal a second time to unfurl a different banner and reveal a Character Token.

STAN LEE IN PERIL >>>

Get to the second level of the Helicarrier's bridge, near a satellite dish built from silver bricks. Break apart the satellite dish and build a Speed Boost Ramp from it. The ramp flings your fast hero into a stack of crates higher on the bridge. Scan the area around Stan Lee to reveal a drone that helps him to safety.

> THE COLLECTOR

The Collector stands in front of a crowd behind police barricades. He's looking for a "hot dawg." Return to the plaza and use Mind Control on the hot dog vendor to get him to grill a hot dog in the midst of all the chaos. Then return to The Collector with his prize.

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Level 4 | Free Play

Shakespeare in the Park: B

MINIKIT 7 >>>

Five spiders are in their webs scattered around the areas where you battle Thor. Hit all five to get a Minikit.

MINIKIT 8 >>>

A flower growing next to a spider web can be pulled from under the ground with Telekinetic Power.

MINIKIT 9 >>>

Smash the cracked block in the side of the hill under a tree. A Minikit is pulled out from inside.

MINIKIT 10 >>>

Dig up the vehicle from under the ground. Race the vehicle through the challenge course. After you complete the course, a Minikit appears behind a tree stump near the finish line.

CHARACTER TOKEN: VIPER >>>

Use the Dig spot behind the stump containing the Character Token for Viper to tunnel under the stump and enter it from underneath.

CHARACTER TOKEN: ARES >>>

In the clearing where Iron Man battles Thor solo, jump on the red mushroom tucked into the back of the area until it sinks into the ground. Repeat the process two more times on the mushrooms that sprout up when the previous mushroom is pushed into the dirt.

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Hub Transit: S.H.I.E.L.D. Helicarrier

Captain America and Agent Williams

FIND FIVE LOCKS >>>

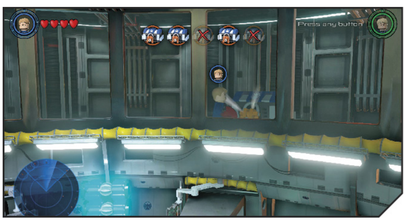
Leave Bruce Banner and Tony Stark to their research and head out to the hallway. Use the S.H.I.E.L.D. Access Terminal down the hall to reveal a locked storage crate. Any attack breaks open the lock.

Follow the ghost studs down the hall and enter the Detention Cell. Walk around to the other side of the room (an exchange between Black Widow and Loki interrupts the trip) until you spot a Twirl Pole and another locked storage crate on a high ledge. Switch to Captain America to reach the Twirl Pole, then swing up to the crate to knock it to the floor.

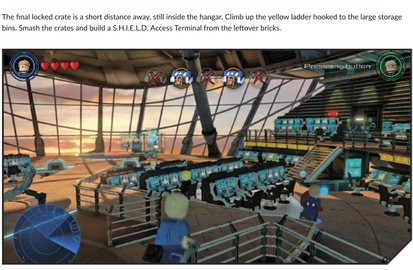
Return to the hallway and continue in the same direction as before. When the hallway ends, go down the stairs on the right into the Medical Bay. Activate the Shield Switch to open the door up the flight of stairs. The locked crate is at the end of the glass walkway through the door.

The next crate is on the other side of the Helicarrier, beyond the room where the search for crates began. Follow the ghost studs through the Control Room (where Maria Hill and Nick Fury are) and descend the stairs across the room to reach the hangar.

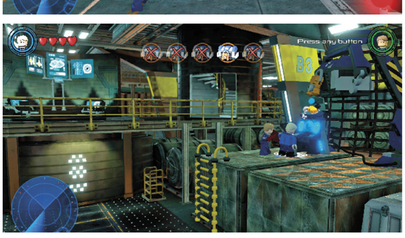
Go down the stairs in the hangar and shoot out the targets above the parked jet's storage hatch, which opens and reveals the fourth locked crate. Open the crate with Captain America's shield.

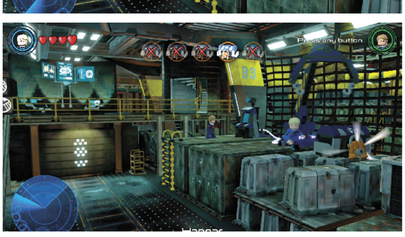


The final locked crate is a short distance away, still inside the hangar. Climb up the yellow ladder hooked to the large storage bins. Smash the crates and build a S.H.I.E.L.D. Access Terminal from the leftover bricks.



Use the controls to drop the fifth crate within reach of Captain America's shield. Take the contents of the crate to the room with Bruce Banner and Tony Stark.





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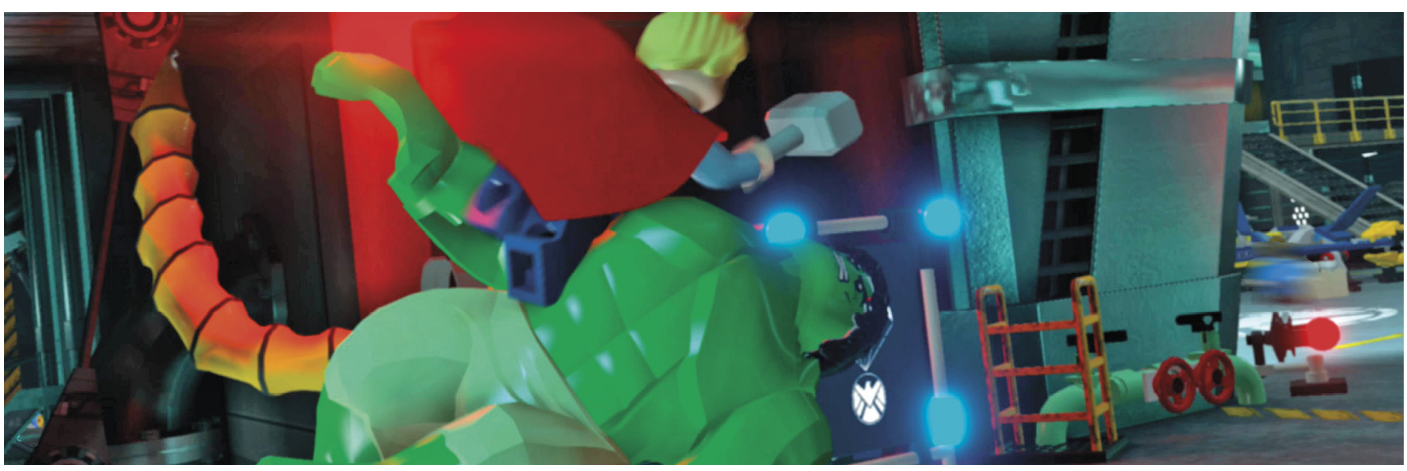
Level 5 | Story Mode

Helicarrier Havoc

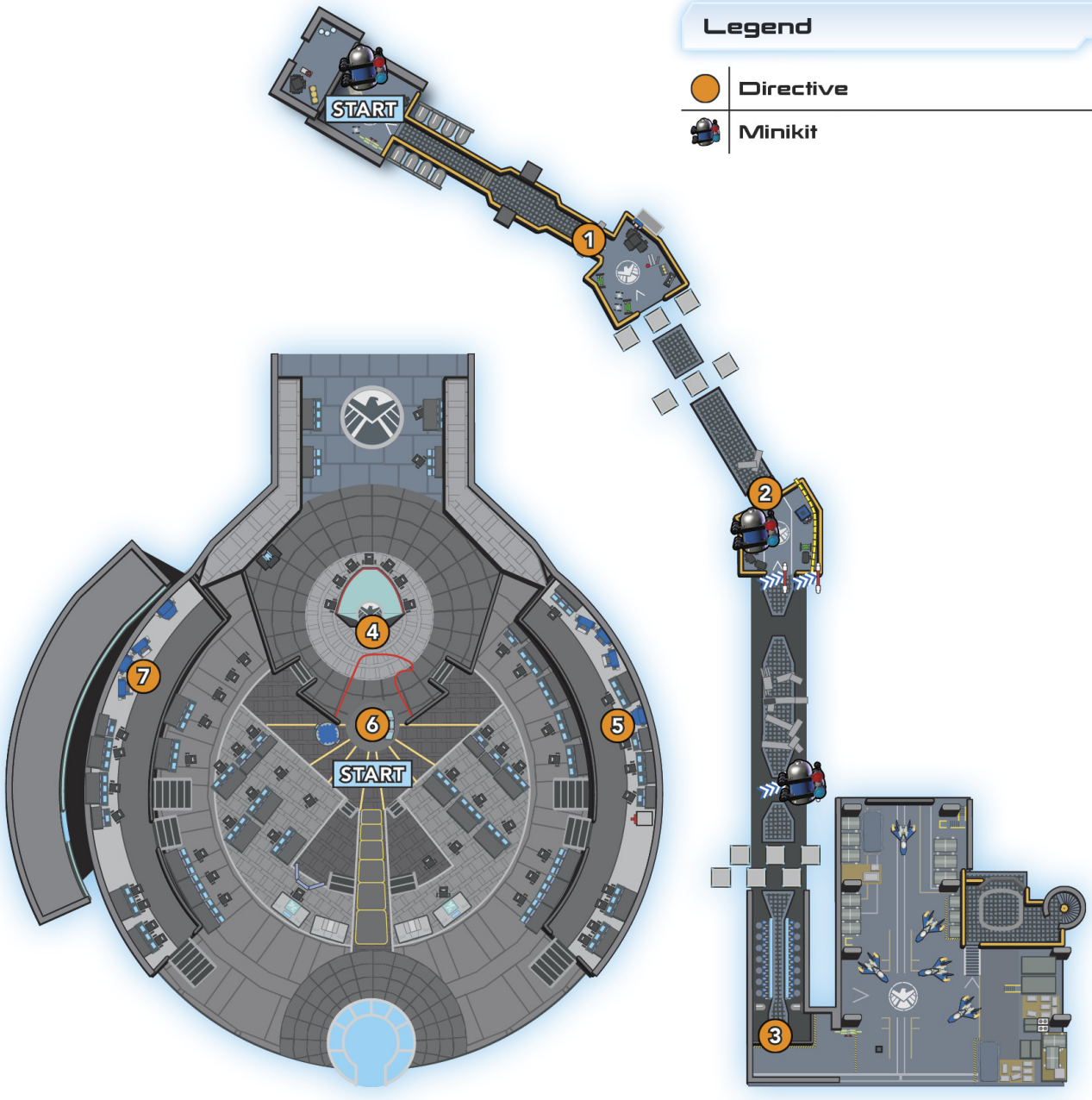


True Avenger Requirement

- 140,000

Story Mode Characters Unlocked

- Agent Coulson (Destroyer Gun)
- Captain America (No Helmet)



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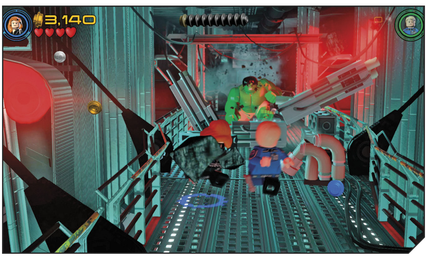
Level 5 | Story Mode

Black Widow and Agent Williams

ESCAPE THE HULK >>>

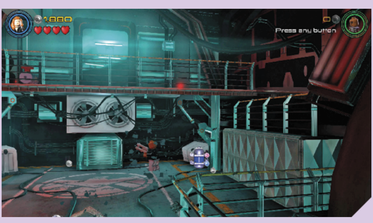
The Hulk is on the loose, chasing the Black Widow and Agent Williams. Your task is to keep your heroes ahead of the Hulk while picking up as many studs as possible. Working in your favor is that the Hulk waits for your heroes to reach a spot in certain areas before he resumes his pursuit.

Hurry down the walkway and jump over any debris in the way. Your hero must reach the doors at the end (5) before they close, or the Hulk will inflict some pain and likely cost you some studs.



> MINIKIT: BEHIND THE BOXES

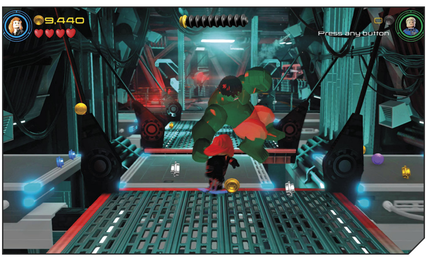
Before leaving the first room, clear out the corner closer to Agent Williams's start point. Hop over the box that can't be destroyed to get a Minikit.



> TEMPORARY SETBACKS

Should the Hulk catch up to your heroes, or if one hero falls into a gap, everyone returns to their positions at the start of the nearest room. If one character reaches the start of the next area, the trailing character (the one who was caught or fell) will respawn next to the other.

The Hulk won't break down the door until one of your heroes leaps over the first row of moving platforms. There's a second line of moving platforms ahead, with another debris-filled hallway beyond that. The Hulk has a hard time navigating the moving platforms, so try to grab the purple studs here.



Doors block the Hulk again (6), providing time for a breather and some exploration. The Hulk bursts through the door after your heroes reach the next debris-filled hallway beyond the grip walls.

> MINIKIT: FORKLIFT

Scan the area around the forklift to reveal a

crossbar over the driver's seat. Jump up and grab the crossbar to raise the box on the end of the lift.

> MINIKIT: ATOP THE GRIP WALLS

Jump between the second set of grip walls at their highest point to claim this Minikit.

After the second set of grip walls are another hallway and two lines of moving platforms. Keep moving forward until the action slows and Thor appears (7).

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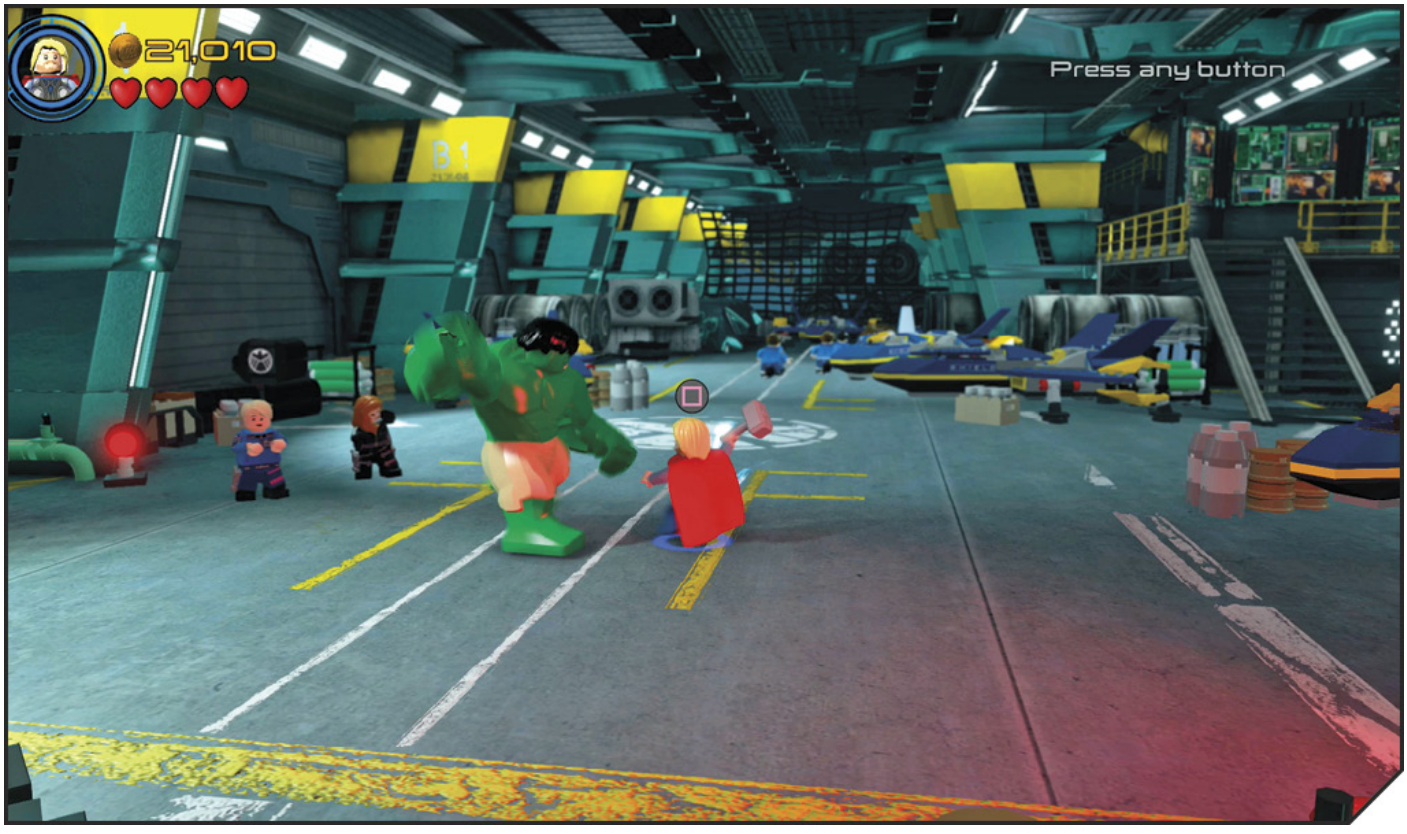
Level 5 | Story Mode

Thor

STOP THE HULK >>>

This is a quick fight where your only task is to tap the button flashing over Thor's head. Watch the button closely as it changes a few times before the fight ends successfully.



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LEGO MARVEL AVENGERS

Level 5 | Story Mode
Maria Hill and Nick Fury

DEFEAT HAWKEYE >>>

You next assume control of Maria Hill and Nick Fury in the Helicarrier Control Room, where they're under attack from a mind-controlled Hawkeye. Hawkeye moves between one of four shuttered windows (A) while firing a variety of arrows. When Hawkeye empties his quiver, five agents attack.

Hawkeye returns and employs Sonar Arrows, which disorient your characters. When Hawkeye's quiver empties this time, target him with a ranged weapon to drive him away.

Several mind-controlled agents appear to keep you occupied. Build up your multiplier against the agents and pick up studs to maximize their value.

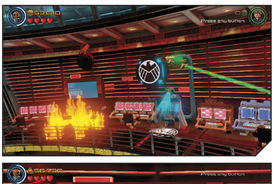
Hawkeye appears again, armed with Smoke Arrows. The cloud of smoke that appears when the arrows break open drives away your heroes and leaves them vulnerable to the next wave of mind-controlled agents. When Hawkeye runs out of Smoke Arrows, hit him with a ranged attack.

Another wave of agents appears, providing another opportunity to destroy parts of the control center and collect studs while you have a big multiplier. After the last agent falls, Hawkeye returns with a quiver of Thermal Arrows. Dodge the arrows and hit him with one more ranged attack to end his threat.

PLAY A MATCHING GAME TWICE >>>

Before you can celebrate your victory over Hawkeye, the Helicarrier lurches and fires spring up everywhere while mind-controlled agents continue to appear. Your task now is to guide your S.H.I.E.L.D. agents to safety. The first step is to activate Nick Fury's stealth ability and use the S.H.I.E.L.D. Access Terminal under the security camera (A).

After the hose extinguishes the nearby fire, turn the bouncing bricks into a Technology Panel. Interact with the panel to begin a matching game. There are four sets of colored squares to pair up. After you match the final two squares, click on the S.H.I.E.L.D. logo to bring up a switch in the middle of the control center (A).



Go to the opposite side of the room on the upper walkway and search for bouncing bricks that can be built into Twirl Poles (A). Tag to Maria Hill and swing over the fire. Use the S.H.I.E.L.D. Access Terminal on the other side of the fire to activate the fire suppressant system and expose more building bricks.

Build the bricks into another Technology Panel that starts up a second matching game. Pair up the eight squares and click the logo to bring up the second switch in the middle of the room. Pull down one switch with either hero, then tag to your second hero and pull down the other switch.

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Level 5 | Story Mode

Captain America and Iron Man (MK6)

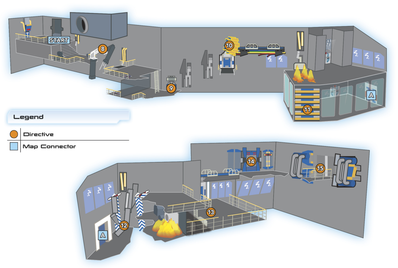
REPAIR ENGINE 3 >>>

Tag to Iron Man and target the nearby silver tubes (B). Jump (or fly) over the gap and dispatch the enemies on the platform. Look down for a monitor station (Y) on a small platform that's mostly destroyed.

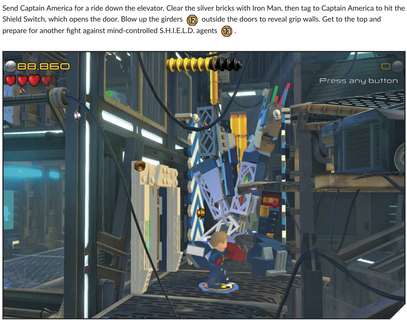
Attack the monitor and use the bricks left behind to build a Twirl Pole. Swing or fly across the gap and land on the broken catwalk under the large object made from gold bricks (LB).

Target the gold bricks with Iron Man's heat beam. Cross the bridge and eliminate the mind-controlled agents. Extinguish the fires with Captain America's shield, then use the bricks left behind to build the switch that opens the door underneath the platform (X).

Tag to Iron Man and hover near the wall built from gold bricks. Cut a hole in the wall, then fly inside the control room. Attack the objects directly behind the wall and use the leftover bricks to restore power to the elevator.



Send Captain America for a ride down the elevator. Clear the silver bricks with Iron Man, then tag to Captain America to hit the Shield Switch, which opens the door. Blow up the girders (LB) outside the doors to reveal grip walls. Get to the top and prepare for another fight against mind-controlled S.H.I.E.L.D. agents (X).



After subduing the agents, destroy the objects in the lower level. Use the bricks to build the handholds Captain America needs to reach the next higher platform.

Smash the glowing box and build a lever against the wall (X). Jump up and hang off the newly-constructed lever. When both levers are pulled down, a panel opens to reveal a Shield Switch. The Shield Switch opens a nearby door (X). Walk through the door with either character to complete the level.

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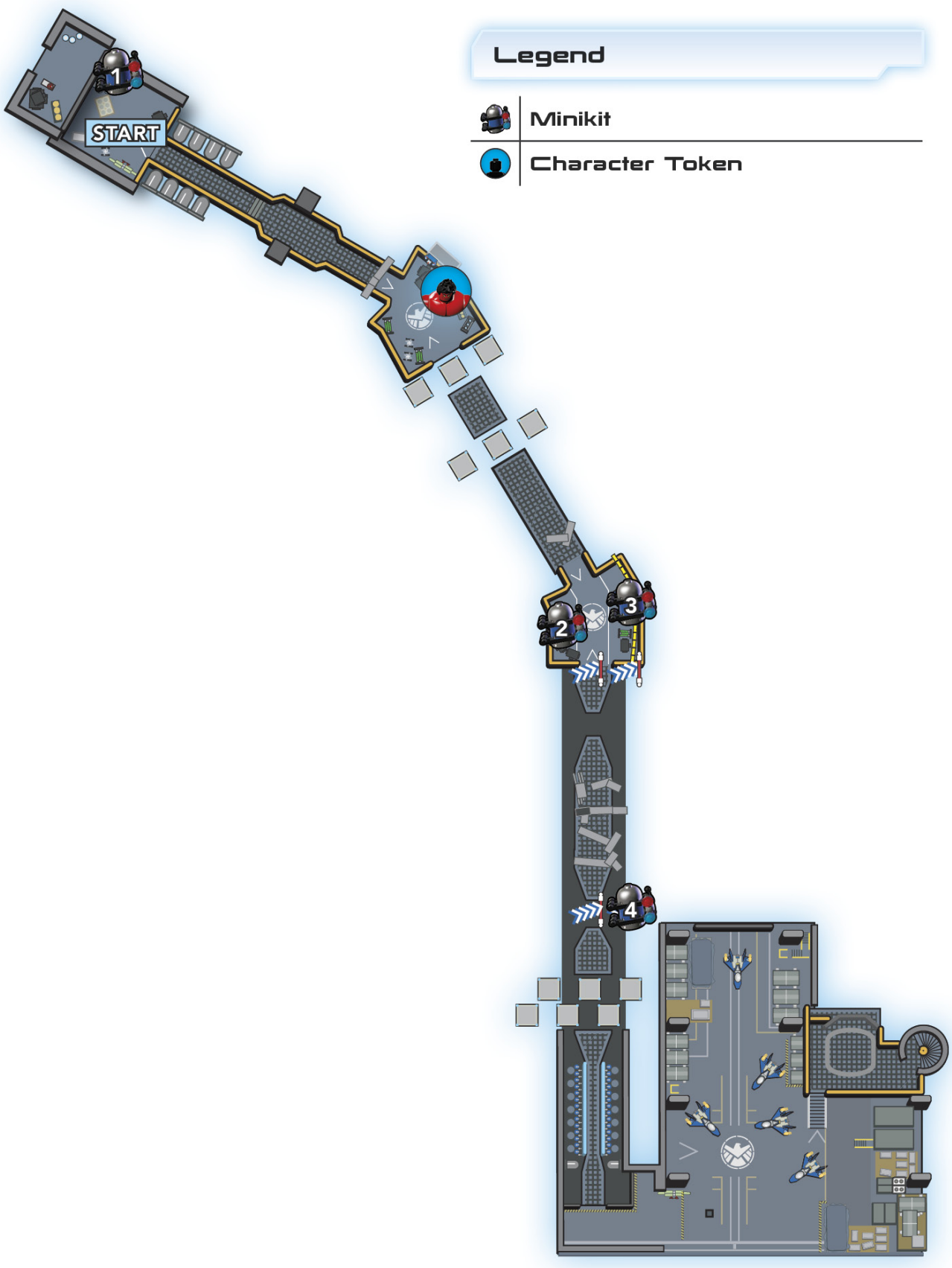
Level 5 | Free Play

Helicarrier Havoc: A



MINIKIT 1 >>>

Before you leave the first room, clear out the corner. Hop over the box that can't be destroyed to get a Minikit.

MINIKIT 2 >>>

Scan the area around the forklift to reveal a crossbar over the driver's seat. Jump up and grab the crossbar to raise the box on the end of the lift.

MINIKIT 3 >>>

Charge the Electricity Panel in front of the yellow tubing. Tag to a stealthy character and sneak into the door under the security camera.

MINIKIT 4 >>>

Jump between the second set of grip walls at their highest point to claim this Minikit.

CHARACTER TOKEN: RED HULK >>>

After escaping the Hulk the first time, target the Shield Switch in the ductwork to get the Red Hulk Character Token.

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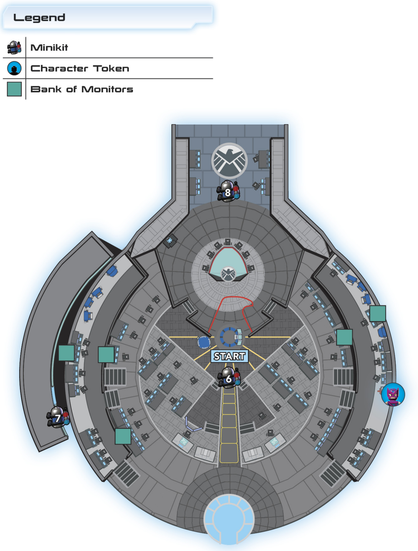
LEGO MARVEL AVENGERS

Level 5 | Free Play

Helicarrier Havoc B



MINIKIT 5 >>>

While you're avoiding Hawkeye's arrows in the control center, look for five banks of monitors made of silver LEGO bricks. Destroy them all to earn a Minikit.

MINIKIT 6 >>>

After using the two S.H.I.E.L.D. Access Terminals as part of playing the matching games, tag to a HYDRA character and use them again. When both halves of the HYDRA banner are unfurled, a Minikit appears between the switches in the center of the room.

MINIKIT 7 >>>

Fly up to the small landing near a window made of blue LEGO bricks. Shatter the window and get the Minikit, and purple stud, behind the glass.

MINIKIT 8 >>>

After defeating Hawkeye, walk to the back wall where the slightly modified S.H.I.E.L.D. logo has fallen to the ground. Use Telekinetic Power to replace the four pieces on the wall.

CHARACTER TOKEN: HAWKEYE (CLASSIC) >>>

Look for the cabinet with a Red Grapple Handle and tag to a character who can pull it open.

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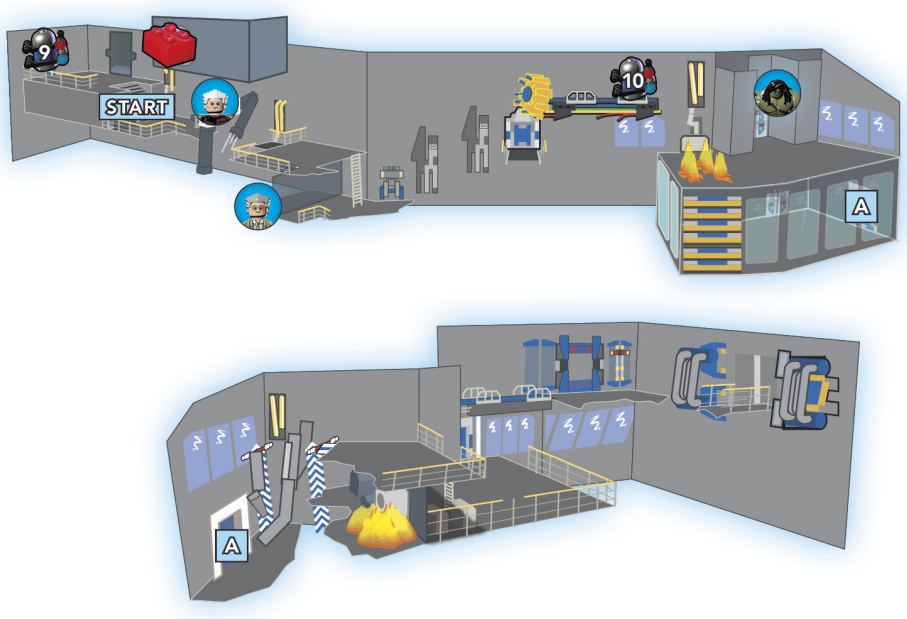
LEGO MARVEL AVENGERS

Level 5 | Free Play

Helicarrier Havoc C

Legend

- Map Connector
- Minikit
- Character Token
- Stan Lee in Peril
- The Collector
- Red Brick = Item for The Collector

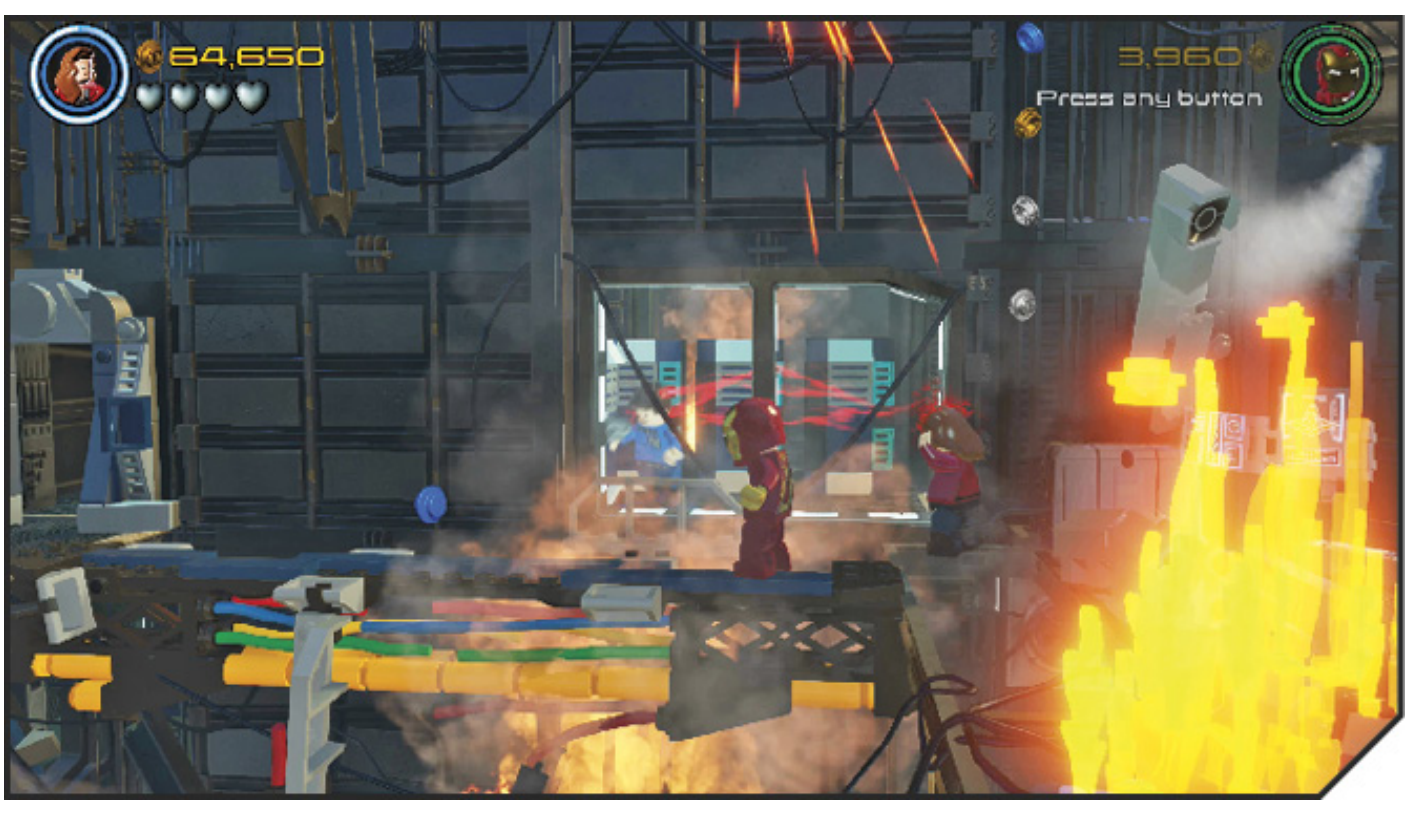


MINIKIT 9 >>>

Ascend the steps behind the start point and scan the area to reveal the location of an Electricity Panel. Charge the panel.

MINIKIT 10 >>>

Mind control the technician behind the window overlooking the colorful bridge you built after blasting the gold LEGO bricks. Clear out the objects in the room to reveal a Minikit inside the room.



CHARACTER TOKEN: SKAAR >>>

Land on small platform in front of the cracked wall above the elevators. Break down the cracked wall and pick up Skaar's Character Token.

STAN LEE IN PERIL >>>

Go through the Grate on the platform beyond The Collector. Blast the silver LEGO object to free Stan Lee from his confinement.

> THE COLLECTOR

You don't need to hunt for The Collector here. He's next to the start point and he's looking for a Captain America collectible card.

Pull the black LEGO bricks from the wall next to The Collector and assemble a drone from the bricks. The drone flies up into a duct junction and returns with the collectible card.

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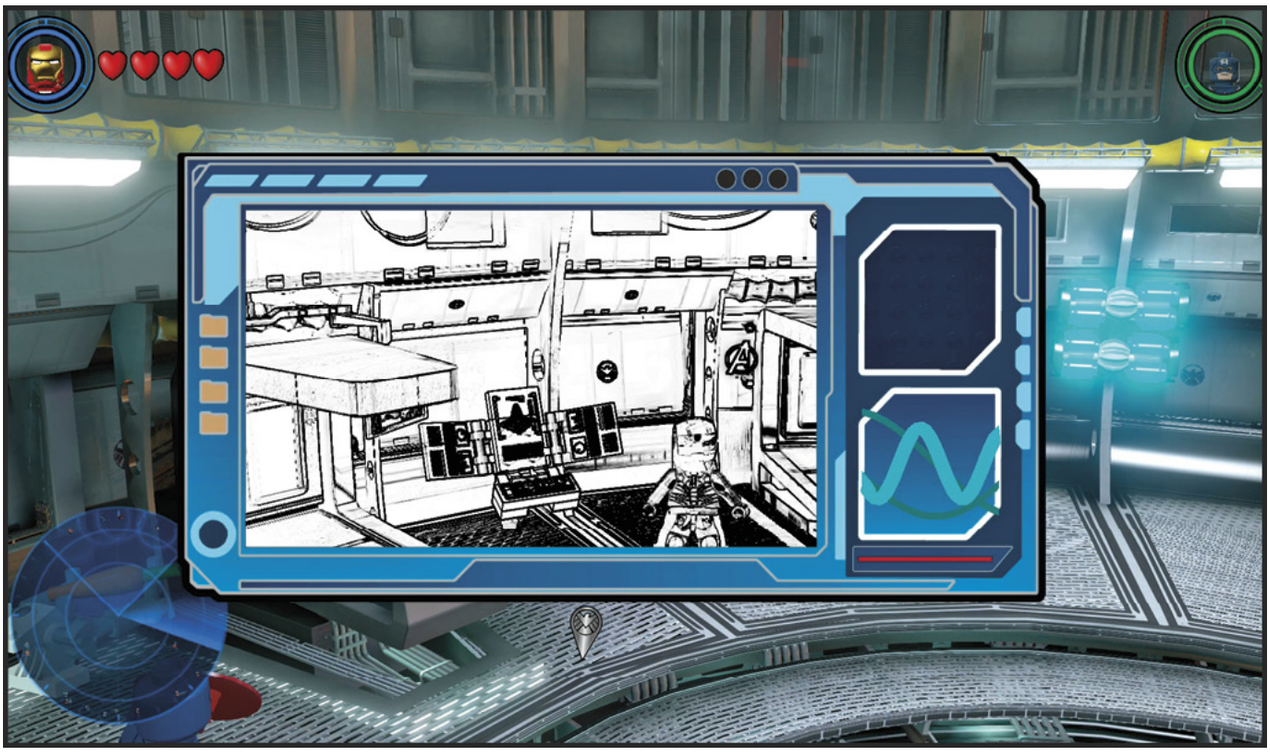
LEGO MARVEL AVENGERS

Hub Transit: S.H.I.E.L.D. Helicarrier

Captain America and Iron Man (MK6)

WELCOME BACK, HAWKEYE >>>

Captain America and Iron Man begin back aboard the Helicarrier. Exit the starting room and walk to the Medical Bay. Scan the back of the room as Iron Man, then pick up Hawkeye's bow. Return the bow to Hawkeye, who rejoins the team.



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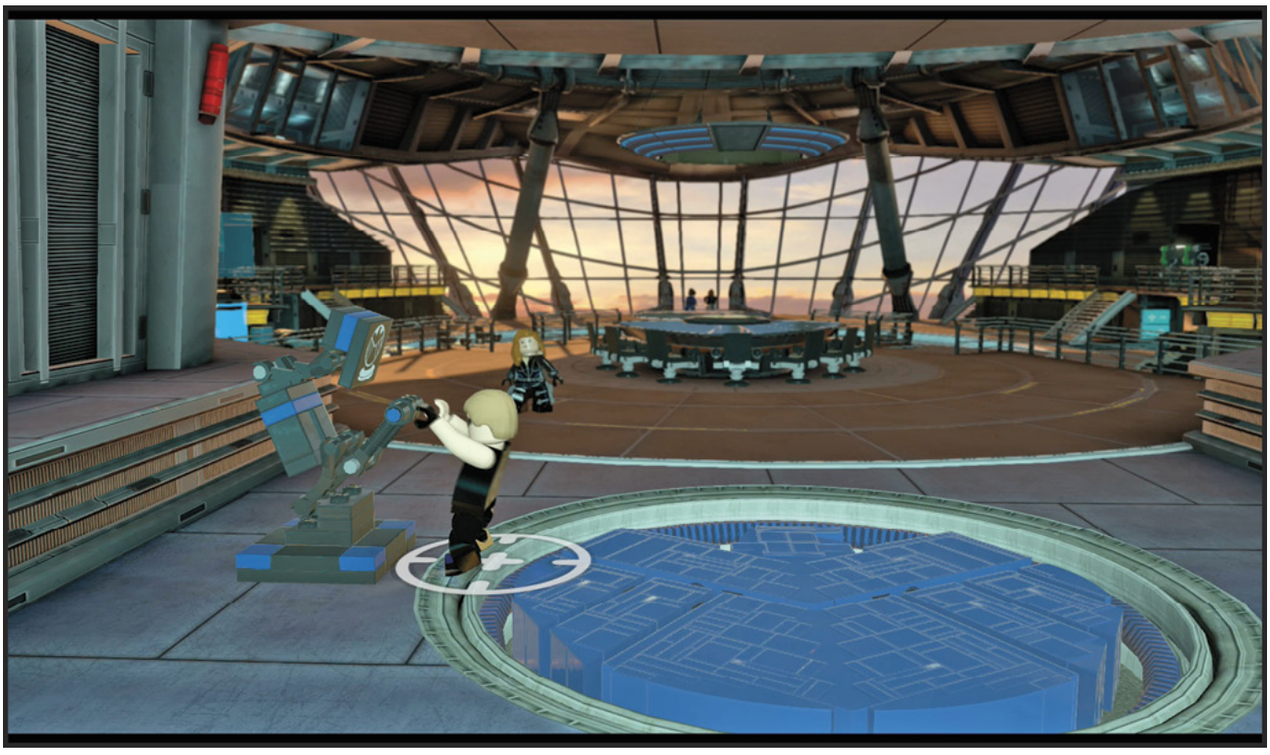
LEGO MARVEL AVENGERS

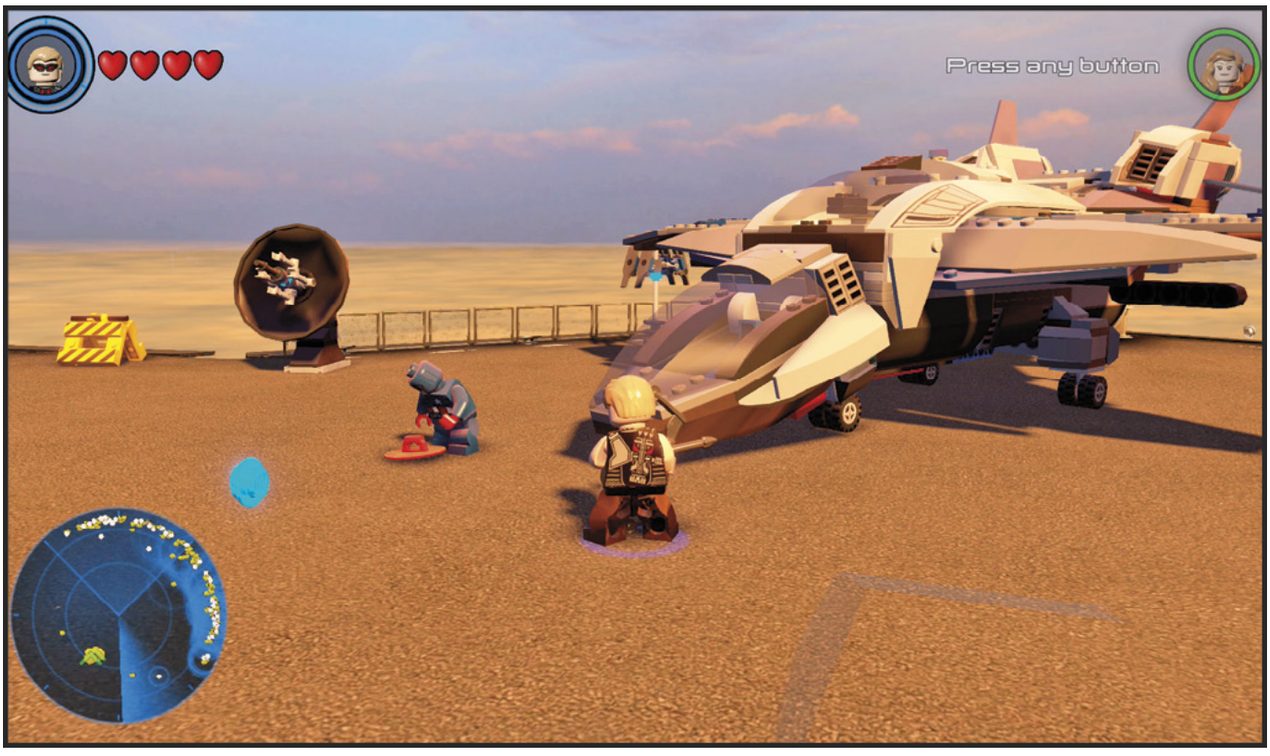
Hub Transit: S.H.I.E.L.D. Helicarrier

Black Widow and Hawkeye

GET TO THE FLIGHT DECK >>>

Guide Black Widow and Hawkeye to the Control Room on the opposite end of the Helicarrier. Ride the elevator that leads up to the flight deck, then take a seat in the quinjet's pilot chair to begin a climactic battle against Loki and his allies.





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Level 6 | Story Mode

Avengers Assemble

True Avenger Requirement

- 160,000

Story Mode Characters Unlocked

Thor

Iron Man (MK7)

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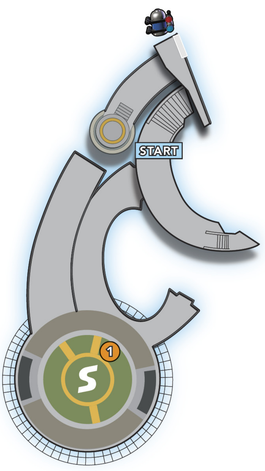
DRIVE LOKI'S FORCES FROM AVENGERS TOWER >>>

When Thor faces Loki during this level, he is unable to jump. Instead, when you press the Jump button, Thor performs a rolling dodge. Use the rolling dodge to avoid Loki's blasts and get in close enough to force him to teleport away. Chitauri support Loki here, so you must fight them at the same time you're dodging Loki's attacks.

After avoiding a number of Loki's attacks, he engages at close range. Hit him a few times and the battle switches to the landing pad below. Your only goal here is to get close to Loki. Use rolling dodges to avoid the blasts from his staff and move toward Loki. When Loki summons his clones, charge up Thor's hammer to drive them away.



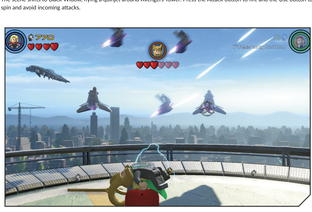
Legend

Directive

Minikit

Loki retaliates with an electric shock from his staff. Tap the button that pops up over Thor's head to turn the shock back on Loki. Continue to press the button that flashes over Thor's head while he battles his adopted brother. When Loki falls, pick him up, aim at one of the Chitauri ships, and throw him.

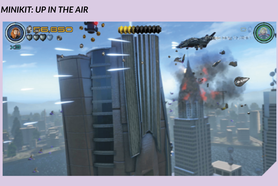
The scene shifts to Black Widow, flying a quinjet around Avengers Tower. Press the Attack button to fire and the Use button to spin and avoid incoming attacks.



> PICK UP EXTRA STUDS

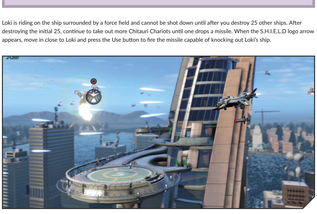
Before finishing off the final Chitauri ship, tag back to Thor and collect the studs scattered around the exterior of Avengers Tower. There's heavy enemy resistance, but Thor wouldn't have it any other way.

> MINIKIT: UP IN THE AIR



Don't finish off Loki as Black Widow until after you grab the Minikit floating high over Avengers Tower.

Loki is riding on the ship surrounded by a force field and cannot be shot down until after you destroy 25 other ships. After destroying the initial 25, continue to take out more Chitauri Chariots until one drops a missile. When the S.H.I.E.L.D logo arrow appears, move in close to Loki and press the Use button to fire the missile capable of knocking out Loki's ship.



Loki tumbles to a stop near Thor on Avengers Tower's landing pad. Battle the Chitauri and dodge Loki's jumping attack. When Loki's staff becomes stuck in the ground, finish the fight with a hammer blow. Unfortunately, Loki and the Chitauri continue to menace the city.

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LEGO MARVEL AVENGERS

Level 6 | Story Mode

Black Widow, Captain America, and Hawkeye

RESCUE THE HOSTAGES #1 >>>

You can rescue the five groups of hostages in any order (except the third group, which can't be reached until after the second group is freed), but the groups are numbered here to make it easier to identify them.

The first group of hostages is behind a downed tower made up of silver bricks. Target the obstruction with Hawkeye, who destroys it with an Explosive Arrow.

Freeing the hostages brings up a large Avengers logo that becomes a Shield Boost Pad. Hold off on putting the pad to use. There's another group of hostages nearby to the first.

> BUILD YOUR MULTIPLIER

The Chitauri appear often while you are trying to save the five groups of civilians. As you discover new areas of the map, hold off on collecting the studs until you build up the multiplier by defeating Chitauri.

RESCUE THE HOSTAGES #2 >>>

Head for the overturned cars flanked by large fires. Scan the area as Black Widow. The scan reveals a Red Grapple Hook. Target it with Hawkeye to free the hostages trapped in the rubble.

> MINIKIT: SPORTS STORE

Pull out the fires under the awning of the store with sports figures in its windows until a Red Grapple Hook appears on the ground. Attach it to the shop's doors and target it with Hawkeye. Pull open the doors to reveal a minikit.

> MINIKIT: FIRE HYDRANTS

Three red fire hydrants

are in the area. Target them with Hawkeye (they're partially built with silver bricks) to destroy them. When the third is gone, you get a minikit.

RESCUE THE HOSTAGES #3 >>>

Loki strafes the area after the hostages under the rubble are freed. Put out the fires left in Loki's wake with Captain America's shield. Defeat the Chitauri guarding the hostages to let the humans escape.

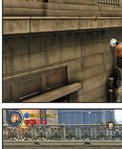
RESCUE THE HOSTAGES #4 >>>

The final two groups of hostages are close together at the end of a street guarded by Chitauri. Target the shop window made up of blue blocks with Hawkeye. His Sonar Arrow breaks the glass and sets free the hostages trapped inside the store.

RESCUE THE HOSTAGES #5 >>>

You can't destroy the flying craft from the ground. Look for Twirl Poles high-up on the wall. Go to the Shield Boost Pad with Captain America, who launches Black Widow up to a higher ledge.

Use the Twirl Poles to reach the overturned bus. Activate her stealth and sneak up to the flying Chitauri. Press the indicated buttons to knot up and take out the pilot.



Without its pilot, the ship crashes into the street and scatters debris everywhere. Use the bricks to build a large catjack. Then scan the area with Black Widow to reveal the gold brick underside of an overturned car. Destroy the bricks with Hawkeye's Thermo Arrow.

Use the bricks from the car to build a Shield Switch. Hit the switch with Captain America to power the catjack, which flips the bus back onto its wheels.

Destroy the pizza sign on the side of the bus to reveal a Red Grapple Handle. Switch to Hawkeye to pull off the side of the bus and free the last group of hostages.

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PRIMA GAMES

LEGO MARVEL AVENGERS

Level 6 | Story Mode

Black Widow, Captain America, Hawkeye, and Thor

Legend

- Directive
- Map Connector
- Minikit
- Character Token

* Minikit awarded for completing task.

FIGHT CHITAURI UNTIL REINFORCEMENTS ARRIVE >>>

Pick your favorite Avenger here to clear out the debris on the road, but some tasks require a specific Avenger. Use Captain America to extinguish the fires that appear. Switch to Thor to smash the cracked block (1) and reveal silver bricks. Target the silver bricks with Hawkeye to clear the road.

After Iron Man's brief appearance and a quick fight against Chitauri, move ahead to the large Avengers logo in front of the fire truck (2). The Avengers Initiative Pad becomes a Shield Smash Pad, where Captain America and Thor work together to destroy a car, which yields the bricks needed to build a Shield Switch on the fire engine.

> CHARACTER TOKEN:

America Chavez

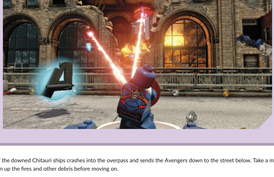
Target the blue brick window on the fire engine with Hawkeye's Sonar Arrow to reach the Character Token for America Chavez.

Activating the Shield Switch sends out a hose that extinguishes a nearby fire and reveals a green Roxxon box truck. Smash the box truck and build a Shield Deflect Pad with the bricks it leaves behind.

Iron Man appears again and directs a heat beam at the Shield Deflect Pad. Step on the pad with Captain America and redirect the beam toward the large gap in the wall behind Iron Man. Target the Chitauri ships flying through the gap until they explode.

> MINIKIT: NONE SHALL PASS

While reflecting Iron Man's beam on the Shield Reflect Pad, shoot down the first four Chitauri ships without allowing any to get through.



One of the downed Chitauri ships crashes into the overpass and sends the Avengers down to the street below. Take a minute to clean up the fires and other debris before moving on.

Move out from under the overpass and scan the area (3). Switch to Thor and smash the cracked block to reveal a bar your heroes can use to climb to the overpass.

Battle the Chitauri on the overpass, then clear the wreckage of a few of their fliers. Destroy the gold bricks under one flyer (2) with Hawkeye. Use the leftover bricks to build a rocket. Charge Thor's hammer and direct it at the Electricity Panel on the side of the rocket, which crashes through the tanker blocking the road ahead.

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Level 6 | Story Mode

Hulk and Iron Man (MK7)

DESTROY THE CHITAURI LEVIATHAN >>>

After Bruce Banner appears, tap the indicated button on the screen to become the Hulk and stop the Leviathan (13). Switch to Iron Man and target the Leviathan's weak spots by sweeping your reticle over it. After its three weak spots are hit, the Leviathan is destroyed. However, the battle isn't over quite yet!

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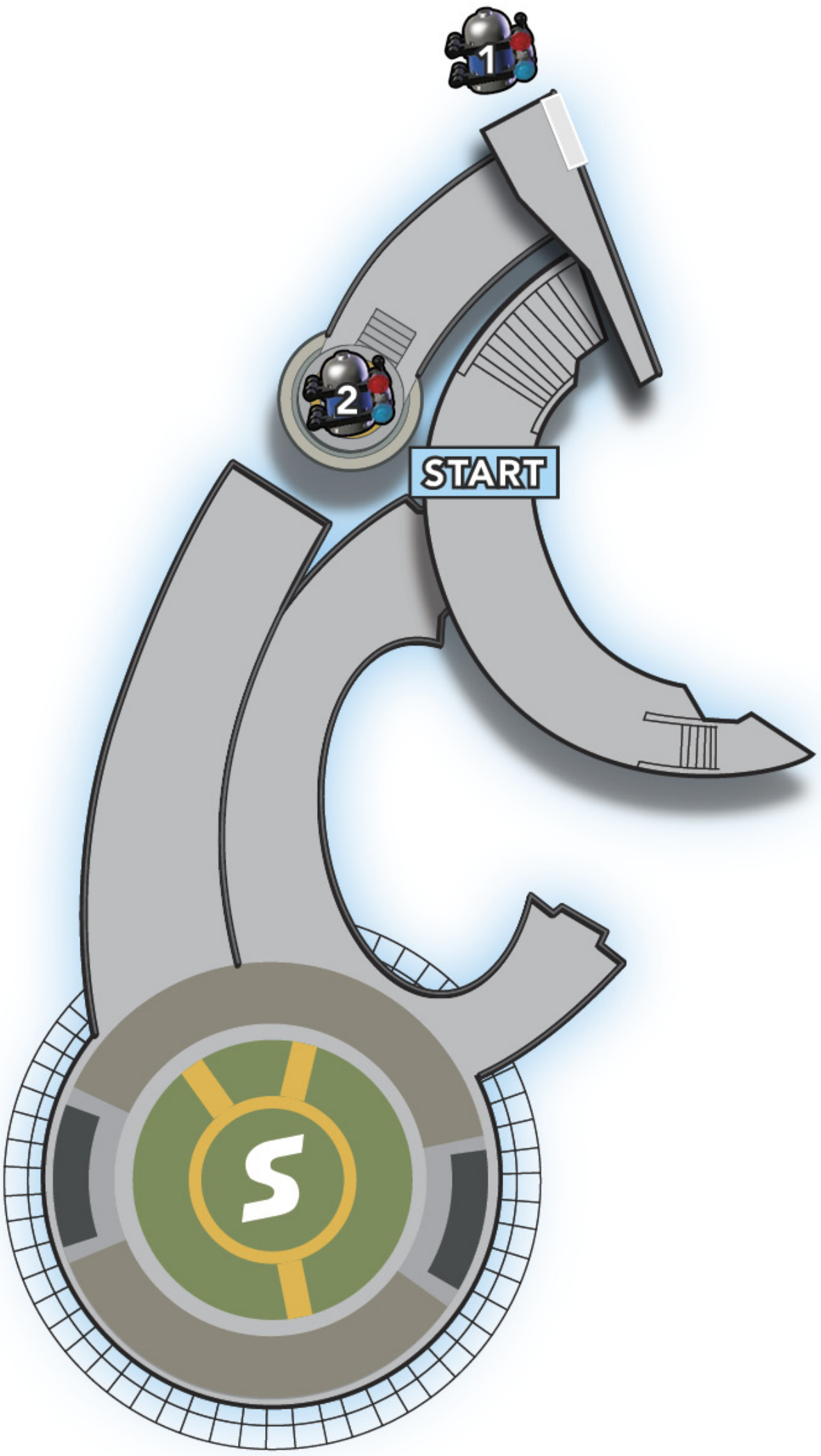
Level 6 | Free Play

Avengers Assemble: A



MINIKIT 1 >>>

Don't finish off Loki until after you pick up the Minikit floating high over Avengers Tower.

MINIKIT 2 >>>

After throwing Loki from the building, get up to the ledge above the starting point. Then charge the Electrical Panel. The Minikit appears a short distance away.

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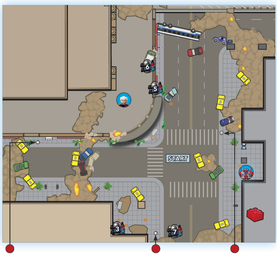
Level 6 | Free Play

Avengers Assemble: B



MINIKIT 3 >>>

Put out the fires under the awning of the store with sports figures in its windows until a Red Grapple Hook appears on the ground. Attach it to the shop's doors and target it with Hawkeye. Pull open the doors to reveal a Minikit.

MINIKIT 4 >>>

There are three red fire hydrants in the area. Target them with Hawkeye (they're partially built with silver bricks) to destroy them. When the third is gone, you get a Minikit.

MINIKIT 5 >>>

Extinguish the flames burning near a wrecked car and attack the car to reveal a Grate on the street. Use the Grate to get inside the souvenirs store.

MINIKIT 6 >>>

The Roxxon truck on the bridge near The Collector has a Black LEGO back door. Remove the door and break open the crate that falls out.

MINIKIT 7 >>>

Repair the police car at the end of the road and follow the stud that appears. After collecting the first one, another stud will appear and so on.

CHARACTER TOKEN: DETROIT STEEL >>>

Attack the cracked block with a strong character, then pick up the Character Token after the rubble fades away.

> THE COLLECTOR

Fly up to The Collector's location on the bridge behind the Twirl Poles. He wants a particular wig for an "associate" of his.

The wig is inside the Hats and Wigs store down the road. You need to use Telekinetic Power to move a chunk of concrete in order to enter the store.

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Level 6 | Free Play

Avengers Assemble: C

MINIKIT 8 >>>

Attack the green car at the start point to reveal a Grate. It leads back into the rubble behind the start point. Tag to a character who can manipulate Black LEGO bricks to move the pedestal blocking a Dig spot.

Dig at three different spots to pull up three statues. Use Telekinetic Power to place the three statues in their proper spots atop the clock.

MINIKIT 9 >>>

While reflecting Iron Man's beam on the Shield Reflect Pad, shoot down the first eight Chitauri ships without allowing any to get through.

MINIKIT 10 >>>

Watch for three planters shrouded by red haze bordering the roadway. Pick up all three with Telekinetic Power to earn a Minikit.

CHARACTER TOKEN: AMERICA CHAVEZ >>>

Target the blue brick window on the fire engine with Hawkeye's Sonar Arrow to reach the Character Token for America Chavez.

CHARACTER TOKEN: ABOMINATION >>>

Before you return to the overpass, look for an overturned bathtub out in the open. It's flipped over and needs Telekinetic Power to right it.

STAN LEE IN PERIL >>>

While under the overpass, scan the area near the sidewalk to reveal a Red Grapple Hook. Clear away the rubble to free Stan Lee from the car.

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Hub Transit: Manhattan

Black Widow and Captain America

CLEAR THE AREA >>>

The two Avengers are back on the overpass facing an initial contingent of eight Chitauri. Extinguishing the fires near the first wave of enemies is optional. Don't worry about it unless you want to squeeze out every stud available. Since this is a transit mission, there's no True Avenger target.

After another Leviathan passes overhead, a wave of Chitauri ships swoops through the area. Use the narrow strip of concrete to move past the hole. Avoid the hole in the overpass. Falling into it is hazardous to your character's health.

Extinguish the fires blocking the path around the cars. Look for the large Avengers logo behind the cars. Set up Captain America on the Shield Boost Pad, then launch Black Widow up to a passing Chitauri ship.

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Level 7 | Story Mode

Earth's Mightiest

True Avenger Requirement

- 150,000

Story Mode Characters Unlocked

Hulk

Nick Fury(Bazooka)

Loki

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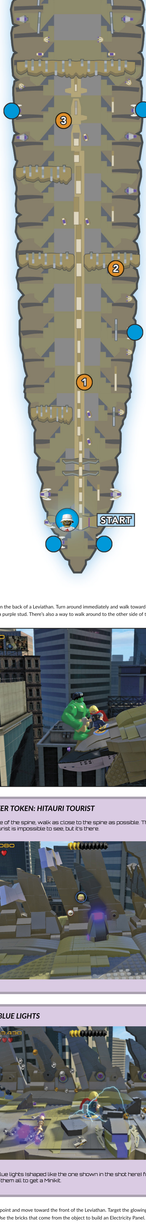
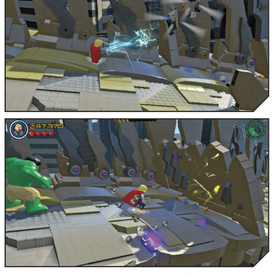
BRING DOWN THE LEVIATHAN >>>

Legend

- Directive
- Blue Light
- Character Token



Hulk and Thor begin on the back of a Leviathan. Turn around immediately and walk toward the rear of the giant ship. Studs are in the back, including a purple stud. There's also a way to walk around to the other side of the Leviathan's spine.



> CHARACTER TOKEN: HITAURI TOURIST

On the blind side of the spine, walk as close to the spine as possible. The Character Token for the Chitauri Tourist is impossible to see, but it's there.

> MINIKIT: BLUE LIGHTS

There are six blue lights ishaped like the one shown in the shot herell found around the edges of the ship. Break them all to get a Minikit.

Return to the starting point and move toward the front of the Leviathan. Target the glowing object up high on a spine (Y) with Thor's hammer. Use the bricks that come from the object to build an Electricity Panel.

Electrify Thor's hammer and charge the panel until it overloads a purple lock and reveals a cracked wall (Y). Smash the cracked wall with either Avenger and continue toward the front of the Leviathan.

When three Chitauri ships appear (1), tag to Thor and target them with his hammer. The ships crash into the Leviathan, scattering bricks everywhere. Use the bricks to build a door with Green Strength Handles that allow Hulk to rip a hole in the wall.

To end your time atop the Leviathan, smash the cracked block on the floor (Y) to reveal an Avengers Initiative Pad. If you want to reach the True Avenger stud count and get the final blue light for the Minikit, continue toward the front before using the pad.

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Level 7 | Story Mode

Captain America and Hawkeye

GET INSIDE THE BANK >>>

After taking control of Captain America and Hawkeye, clean up the streets for a few minutes. The enemies, wrecked cars, and fires yield an impressive haul of studs.

> CHARACTER TOKEN: CAPTAIN AMERICA (BUCKY)

Destroy the taxi near the save point. Attach the salvaged Red Grapple Handle to the mailbox, then use Hawkeye to pull it open.

Target the silver bricks near the malfunctioning doors (5) with Hawkeye's Explosive Arrows. Then build a Shield Switch from the bricks left behind. Activate the Shield Switch to send the elevator car crashing down to a lower level.

Shoot the gold bricks atop the elevator car with a Thermo Arrow to clear the elevator shaft and reveal the grip walls your heroes need to reach the higher floor.

Extinguish the fires with Captain America's shield. Use the revealed bricks (6) to build a wall socket. Target both the newly-built and the pre-existing sockets (7) with Hawkeye, who adds the Twirl Poles.

Use the Twirl Poles to reach the platform near the crashed Chitauri ship. Destroy the safe (8) (it may be in pieces already, if you hit it from the ground earlier) and turn the bricks into a Red Grapple Handle. A fresh wave of Chitauri attacks as the final brick is added to the Red Grapple Handle.

When there's a lull in the fighting, target the Red Grapple Handle with Hawkeye. As he pulls the wrecked ship free of the wall, another section of the wall collapses and forms a bridge. After crossing the bridge, Hawkeye departs.

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Level 7 | Story Mode

Captain America and Thor

Legend

- Directive
- Map Connector
- Character Token
- Save Point

RESCUE THE BANK HOSTAGES >>>

Three Chitauri are guarding the hostages from the upper level of the bank. You must defeat each of them to free the hostages held in the lobby. Begin by destroying the cracked brick double doors (9) with Thor's hammer.

Quickly eliminate the Chitauri guard (who lobs explosives) on the other side of the doors. As soon as he falls, more Chitauri pour through the doors (10) and attack. Destroy everything in the room while battling the Chitauri. Then build an Electricity Panel with the leftover bricks.

Electrify Thor's hammer and charge the panel to supercharge an ATM in the next room. When the ATM explodes, it takes care of the second Chitauri guard and opens two sets of doors.

Extinguish the fires with Captain America to clear the way through the rest of the second floor. Build a Shield Switch near the window (11) guarded by a Chitauri flyer. The flyer blasts anything that tries to walk past it, so you must use the Shield Switch to close the shutters on the window. With the shutters in place, run past the window and take out the final Chitauri guard (12) .

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LEGO MARVEL AVENGERS

Level 7 | Story Mode

Hulk and Black Widow

ZAP LOKI'S IMAGES >>>

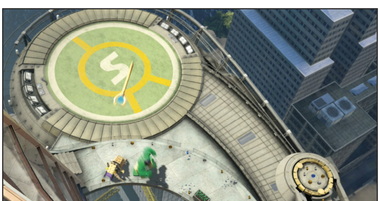
You begin controlling the Hulk (he's unable to change to Bruce Banner for now) inside Stark Tower (1). Black Widow is around to help, but she begins up on the roof. If you're still working toward the True Avenger goal, this is a good spot for it.

Tag to Black Widow and Shoot out the four targets (2) to gain access to the Technology Panel in the alcove. Target the Loki images and eliminate them until only the true Loki remains.

STAN LEE IN PERIL

Stealth past the security camera. Climb to the roof, then drop over the edge to the lower platform and dispatch the Chitauri guarding Stan Lee.

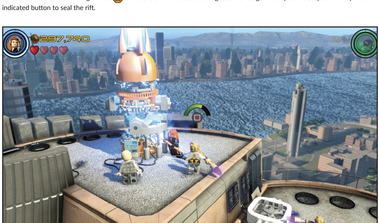
Tag to the Hulk, move close to Loki, then tap the indicated buttons to defeat him. Hulk throws Loki's staff up to the roof. Tag to Black Widow and stealth past the security camera.



> MINIKIT: DOWN FROM THE ROOF

Drop from the roof down to the long red hanging bars on the side of Avengers Tower. A Minikit is next to the lowest bar.

Build a fan from the bouncing bricks (3). Ride the air currents to the highest roof ledge. Pick up Loki's scepter and tap the indicated button to seal the rift.



> NEW LEVELS UNLOCKED

Three of the four new levels opened (Lack of Insight (Level 8), Ready, A.I.M. Fire (Level 9), and Lost in the Aether (Level 10)) are not directly connected to the adventure. After completing Level 7, the game naturally progresses to the pre-Level hub for Level 11. To play Levels 8–10, you must select these levels from Space, No Strings On Me (Level 11) is the next chapter in the story; if you choose Continue Story, this is the next level you will play.

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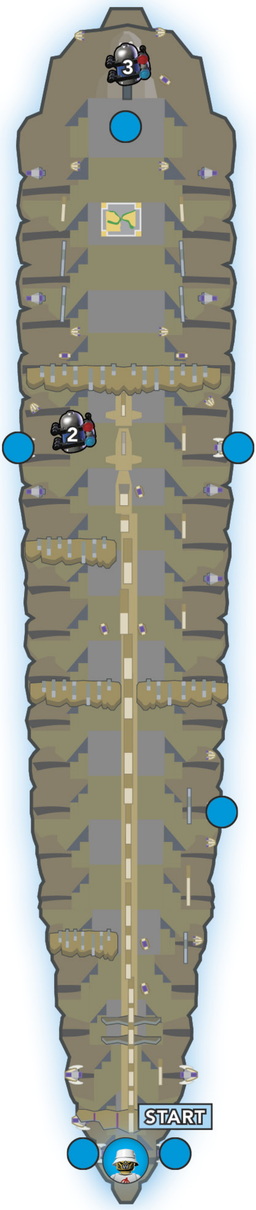
LEGO MARVEL AVENGERS

Level 7 | Free Play

Earth's Mightiest: A



Legend

- Minikit
- Character Token
- Blue Light

MINIKIT 1 >>>

There are six blue lights found around the edges of the ship. Break them all to get a Minikit.

MINIKIT 2 >>>

After downing the Chitauri ships, scan the edge of the ship. Use Telekinetic Power to pry up the deck plating covering a Minikit.

MINIKIT 3 >>>

Shoot down the silver LEGO cage suspended above the nose of the ship.

CHARACTER TOKEN:CHITAURI TOURIST >>>

On the blind side of the spine, walk as close to the spine as possible. The Character Token for the Chitauri Tourist is impossible to see, but it's there.

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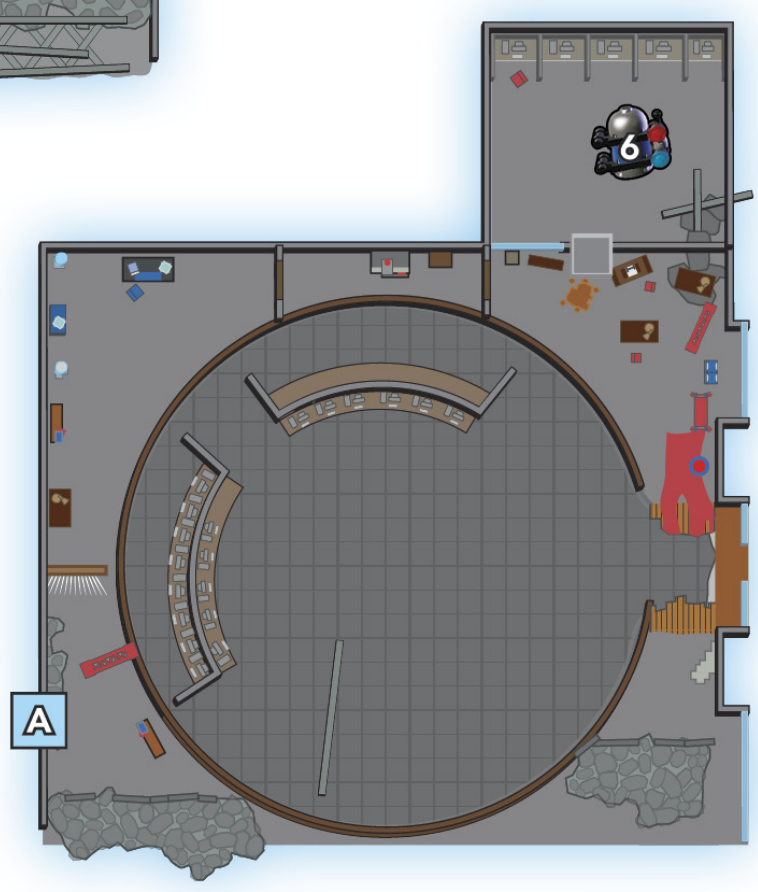
Level 7 | Free Play

Earth's Mightiest B

Legend

- Map Connector
- Minikit
- Character Token



MINIKIT 4 >>>

Punch through the cracked brick wall next to the start point.

MINIKIT 5 >>>

Destroy the elevator, then fly up the shaft. There's a Minikit at the top.

MINIKIT 6 >>>

Shoot out the blue LEGO window past the ATM inside the bank. The Minikit is in the room behind the window.

CAPTAIN AMERICA (BUCKY) >>>

Destroy the taxi near the save point. Attach the salvaged Red Grapple Handle to the mailbox, then pull it open.

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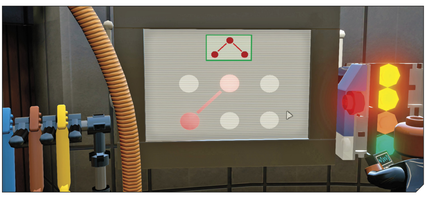
LEGO MARVEL AVENGERS

Level 7 | Free Play

Earth's Mightiest C

MINIKIT 7 >>>

Access the Technology Panel in the penthouse. Match the pattern shown above the screen to get a Minikit.



MINIKIT 8 >>>

Drop from the roof down to the long red hanging bars on the side of Avengers Tower. There's a Minikit next to the lowest bar.

MINIKIT 9 >>>

On the rooftop where the Chitauri guard Stan Lee, melt the gold LEGO vent slats, then hit the Shield Switch that emerges from behind them.

MINIKIT 10 >>>

As a HYDRA agent, use the S.H.I.E.L.D. Access Terminal above The Collector a second time.

CHARACTER TOKEN: QUASAR >>>

Use the S.H.I.E.L.D. Access Terminal above The Collector to open the door back into the penthouse.

STAN LEE IN PERIL

STEALTH PAST THE SECURITY CAMERA. CLIMB UP TO THE ROOF, THEN DROP OVER THE EDGE TO THE LOWER PLATFORM AND TAKE OUT THE CHITAURI GUARDING STAN LEE.

> THE COLLECTOR

After tossing Loki's scepter up to the roof tag back to the character that was in the penthouse. Speak with The Collector standing just outside the penthouse.

Go back inside the penthouse to the elevator door where Agent Coulson emerged earlier in the game, which is now blocked by black LEGO bricks. The J.A.R.V.I.S. memory unit The Collector seeks is inside the elevator.

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Level 8 | Story Mode

Lack of Insight

True Avenger Requirement

- 80,000

Story Mode Characters Unlocked

Brock Rumlow

Falcon

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LEGO MARVEL AVENGERS

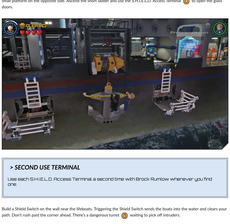
Level 8 | Story Mode

Brock Rumlow and Captain America

INFILTRATE THE CARGO SHIP >>>

Captain America begins in the ocean and needs help from Brock Rumlow to board the cargo ship. Aim at the target atop the ladder. The ladder uncoils and drops close enough to the water's surface for Captain America to reach. Should Brock Rumlow not into the water, he can target the Red Grapple Hook next to the ladder to haul himself back up.

With both men aboard the ship, clear out the guards and use the grip walls to jump to the helicopter landing pad. The bricks near the grip walls become a switch that raises the anchor when turned.



Drop onto the main dock and descend the short ladder near the anchor. Use the handholds on the anchor to reach the small platform on the opposite side. Ascend the short ladder and use the S.H.I.E.L.D. Access Terminal to open the glass doors.

> SECOND USE TERMINAL

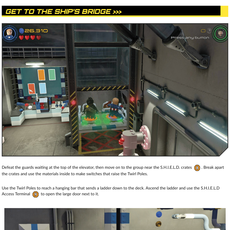
Use each S.H.I.E.L.D. Access Terminal a second time with Brock Rumlow wherever you find one.

Build a Shield Switch on the wall near the lifeboats. Triggering the Shield Switch sends the boats into the water and clears your path. Don't rush past the corner ahead. There's a dangerous turret waiting to pick off intruders.

TACKLE THE TURRET >>>

The green beam marks the edge of the turret's range. Lure the guards away from the turret before fighting them. With the guards out of the way, jump up and grab the red bar on the wall. Tag to Brock Rumlow and take aim at the target. When the target explodes, it leaves behind a pile of building bricks.

Build a Shield Deflect Pad from the bricks and move Captain America on top of it. Deflect the incoming blasts back at the turret. Sweep the deflected bullets from side to side to destroy all three parts.



CROSS THE CARGO BAY >>>

Send Captain America through the angled doorway under the turret's former location. Put out the fire and pull the switch there to move a cargo container into position nearby.

Move Brock Rumlow to the platform near the container. Jump up and hang from the yellow bar. Switch back to Captain America and pull the other lever in the control room to send the container back to the other side of the track.

Hop off the bar and use the Technology Panel. Move the cursor over each rectangle and select it. The cargo containers in the bay rise up.

To get Captain America across to the other side of the cargo bay, jump from the deck near the Shield Deflect Pad to the top of the cargo container. Hop from container to container to join up with Brock Rumlow. Put one character on each of the yellow discs on the elevator platform to ascend to the next area.

GET TO THE SHIP'S BRIDGE >>>

Defeat the guards waiting at the top of the elevator, then move on to the group near the S.H.I.E.L.D. crates. Break apart the crates and use the materials inside to make switches that raise the Twin Poles.

Use the Twin Poles to reach a hanging bar that sends a ladder down to the deck. Ascend the ladder and use the S.H.I.E.L.D. Access Terminal to open the large door next to it.

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Level 8 | Story Mode

Black Widow and Captain America

Legend

- Directive
- Minikit

DEFEAT THE WINTER SOLDIER'S FORCES >>>

When you gain control of the two Avengers, five henchmen rush in to attack. Watch out for the Winter Soldier, standing on a taxi atop the bridge (1), who shoots from a safe distance.

A second wave of henchmen drops down from the bridge, including one carrying a rapid-fire gun who lands on the police car (2). Destroy the cars closest to the dump truck. The bricks that survive the destruction of the cars can be built into a Technology Panel (3).

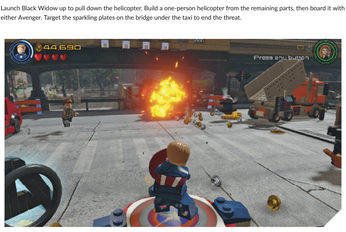
Interact with the panel as Black Widow to spill the contents of the dump truck's bed on to the street. Smash the washing machine and rebuild it into a Shield Deflect Pad.

> MINIKIT: GOLDEN STATUE

Deflect shots into the golden statue of Captain America to reveal a Minikit.

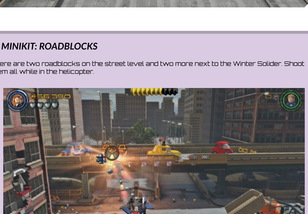
Set Captain America on the pad. Redirect the incoming fire from the man atop the police car into the golden tank under the car's hood. After the car explodes, the Winter Soldier shoots down a helicopter that crashes into the second story of a building (4). An Avengers Initiative Pad, which becomes a Shield Boost Pad, pops up next to it.

Launch Black Widow up to pull down the helicopter. Build a one-person helicopter from the remaining parts, then board it with either Avenger. Target the sparkling plates on the bridge under the taxi to end the threat.



> MINIKIT: ROADBLOCKS

There are two roadblocks on the street level and two more next to the Winter Soldier. Shoot them all while in the helicopter.



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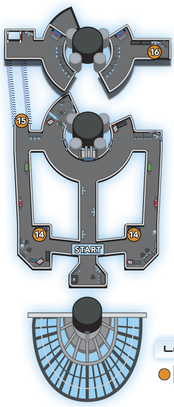
LEGO MARVEL AVENGERS

Level 8 | Story Mode

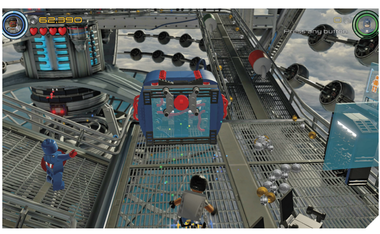
Captain America and Falcon

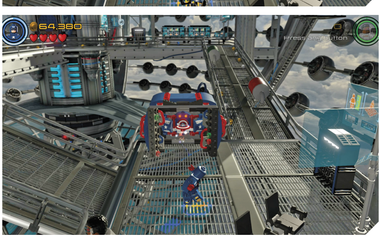


STOP PROJECT INSIGHT >>>

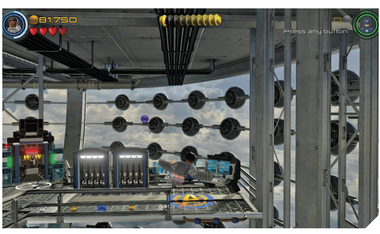
From the location where Captain America and Falcon start, you'll need to navigate down both the left and right ramps. The order doesn't matter and the actions you take are the same.

Destroy the crates at the base of the ramp (14) and use the leftover bricks to attach a Red Grapple Hook to the clear glass door. Target the Red Grapple Hook with Falcon to open the door. Hit the Shield Switch behind the door to charge electricity to reveal the lever on the higher walkway.





Send Captain America up the grip walls on the left (15) to reach the higher level. Fly up to the higher level on the right as Falcon (16). Pull both switches to reveal a terminal on the lower level. When Captain America tries to use the terminal, the Winter Soldier swoops in to stop him.

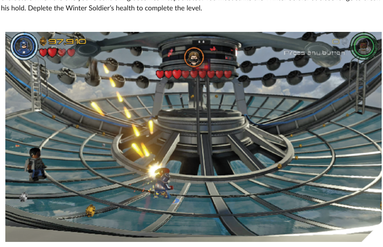


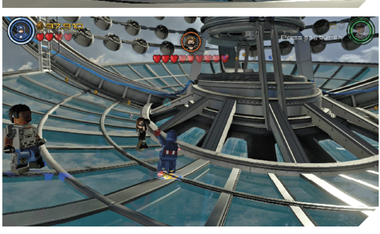
DEFEAT THE WINTER SOLIDER >>>

For the start of the fight, stick with Captain America. When the Winter Soldier steals his shield, tap the button flashing over Captain America's head. After Captain America places the circuit, the scene shifts and the fight begins again.

The Winter Soldier starts the next stage of the fight by taking the high ground while his underlings fight in close with your heroes. Avoid the rapid-fire blasts from above while you handle the henchmen. Put Captain America's Shield Mode to use when you can.

When the Winter Soldier drops down to engage your heroes, he employs a snare. Watch for the game to prompt you to switch characters when the one you're controlling becomes incapacitated. You must strike the Winter Soldier at close range to break his hold. Deplete the Winter Soldier's health to complete the level.





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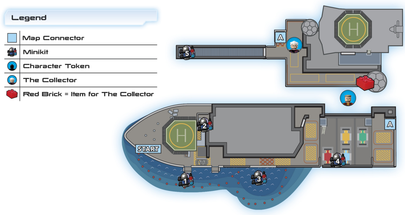
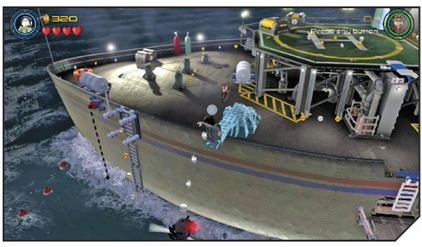
Level 8 | Free Play

Lack of Insight: A



MINIKIT 1 >>>

Next to the ladder that you drop into the water to start the level, freeze the puddle using Loki on the deck.

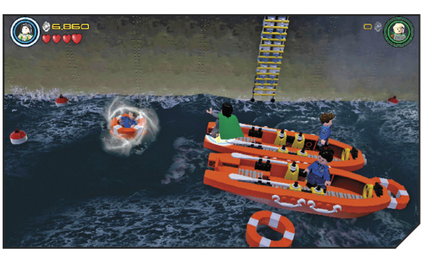


MINIKIT 2 >>>

Target the white and blue pipes above the helipad. Assemble the pieces left behind into a Speed Boost Ramp, which sends a speedy character up toward the bridge and a Minikit.

MINIKIT 3 >>>

After a Shield Switch sends two lifeboats into the water, put a character with Telekinetic Power on one of the boats. Pull the three people in life preservers to the boat.



MINIKIT 4 >>>

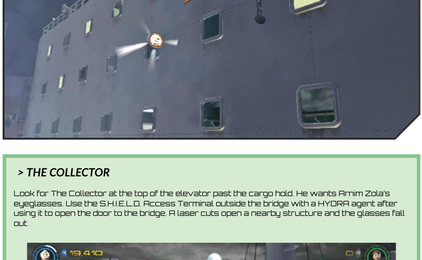
Before you raise the cargo containers, crack open the black LEGO crate in the hold. Hop into the vehicle that was inside the crate and follow the trail of studs to the Minikit. You must pick up all the studs to get it.

MINIKIT 5 >>>

Mind control the guard near the elevator past the cargo hold and command him to pull the switch to open the door. Extinguish the fire at the end of the walkway to clear the way to the Minikit.

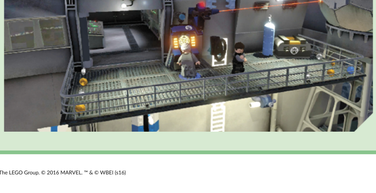
CHARACTER TOKEN: BATROC >>>

Repair the broken winch near the Twirl Poles to extend a ladder over the railing. Batroc's Character Token is hovering near the ship.



> THE COLLECTOR

Look for The Collector at the top of the elevator past the cargo hold. He wants Arnim Zola's eyeglasses. Use the S.H.I.E.L.D. Access Terminal outside the bridge with a HYDRA agent after using it to open the door to the bridge. A laser cuts open a nearby structure and the glasses fall out.



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Level 8 | Free Play

Lack of Insight: B

Legend

- Minikit
- Character Token
- Stan Lee in Peril

MINIKIT 6 >>>

Attack the beehives in the wooded area and reassemble the leftover parts into a giant acorn. Crack that nut to get the Minikit inside.

MINIKIT 7 >>>

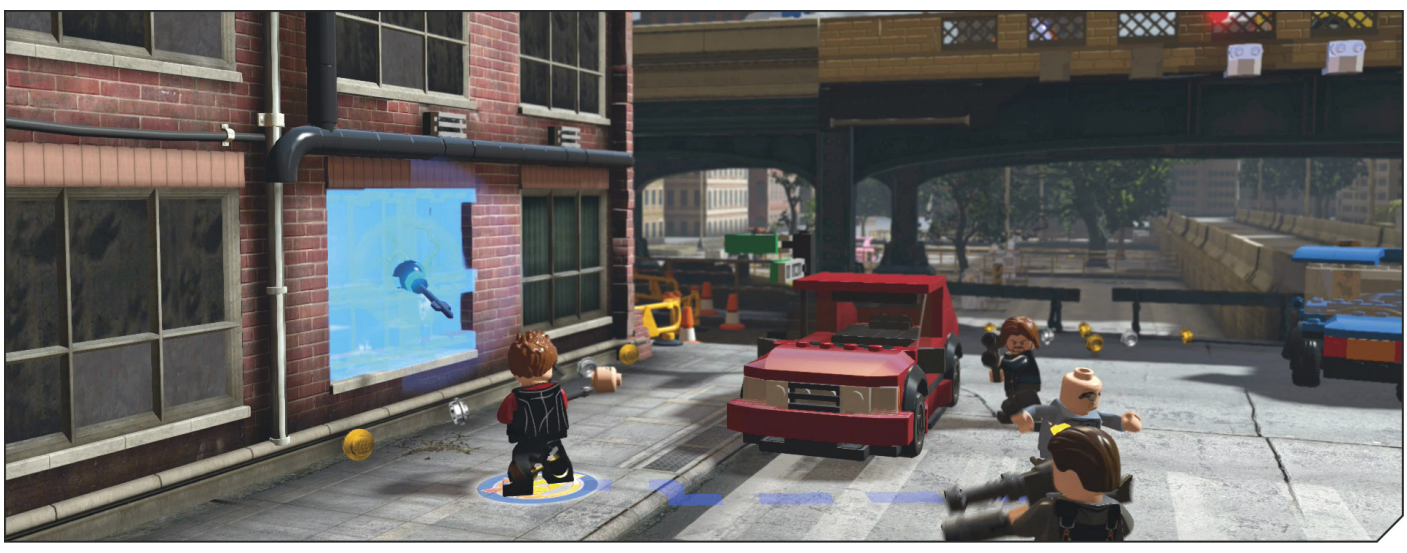
Deflect shots into the golden statue of Captain America to reveal a Minikit.

MINIKIT 8 >>>

There are two roadblocks on the street level and two more next to the Winter Soldier. Shoot them all while in the helicopter.

CHARACTER TOKEN: WINTER SOLDIER >>>

Shatter the blue LEGO brick window on the lowest level of the brick building near the start point. Hop through the window frame to get the Character Token for Winter Soldier.



STAN LEE IN PERIL >>>

Pull the Green Strength Handles near the save point. Assemble the bricks that spill out into a rocket that extends a ladder up to Stan Lee.

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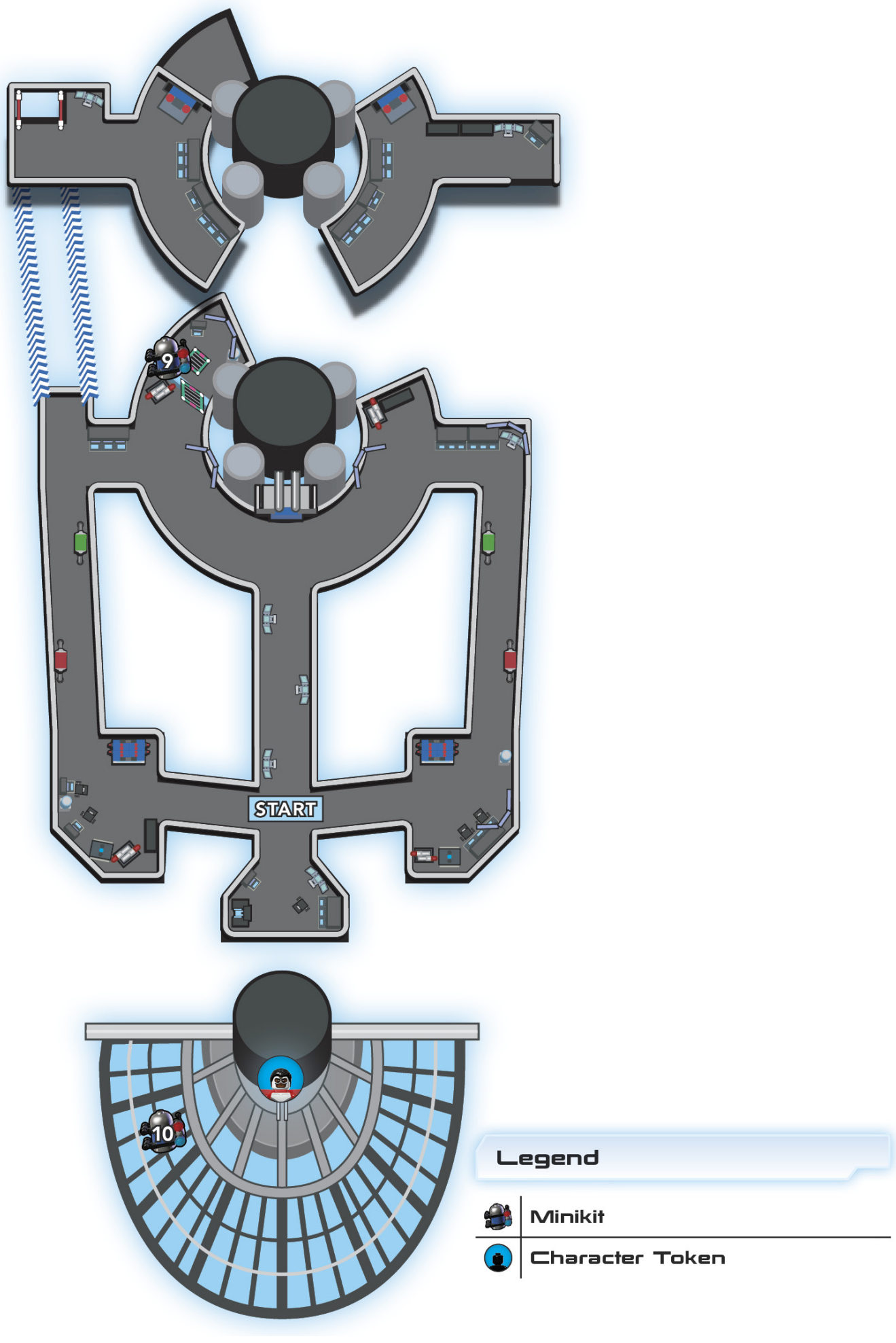
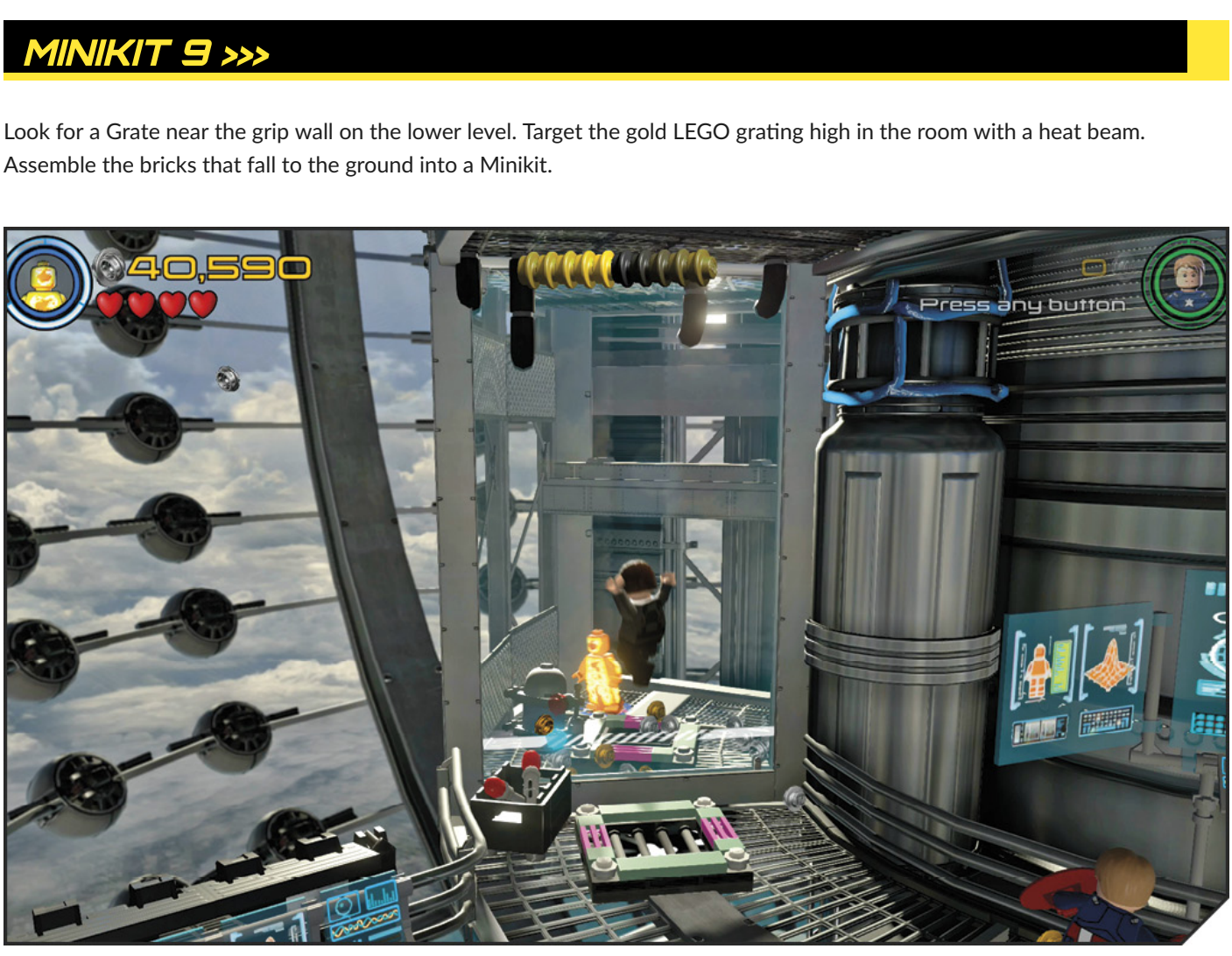
Level 8 | Free Play

Lack of Insight: C



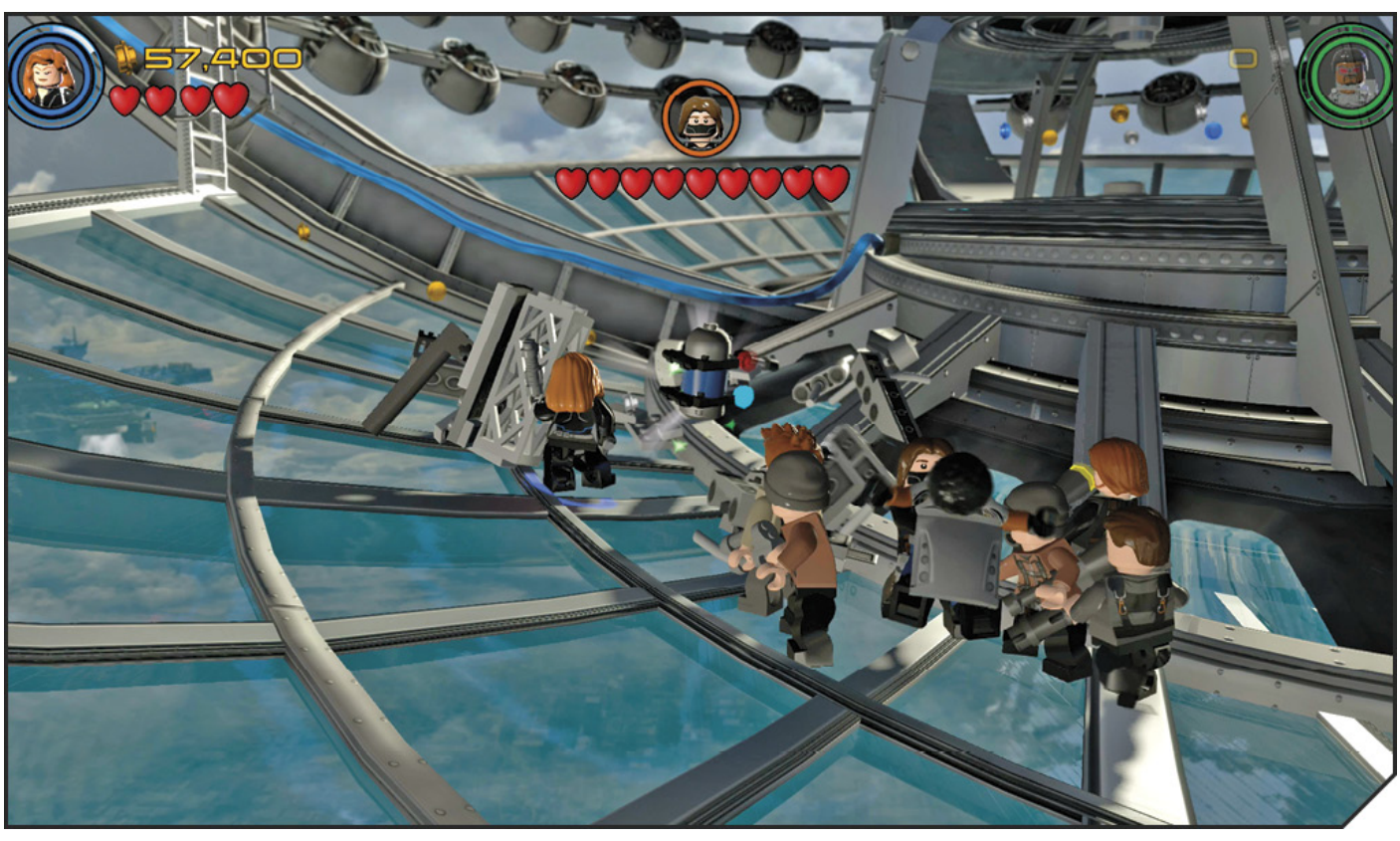
MINIKIT 9 >>>

Look for a Grate near the grip wall on the lower level. Target the gold LEGO grating high in the room with a heat beam. Assemble the bricks that fall to the ground into a Minikit.



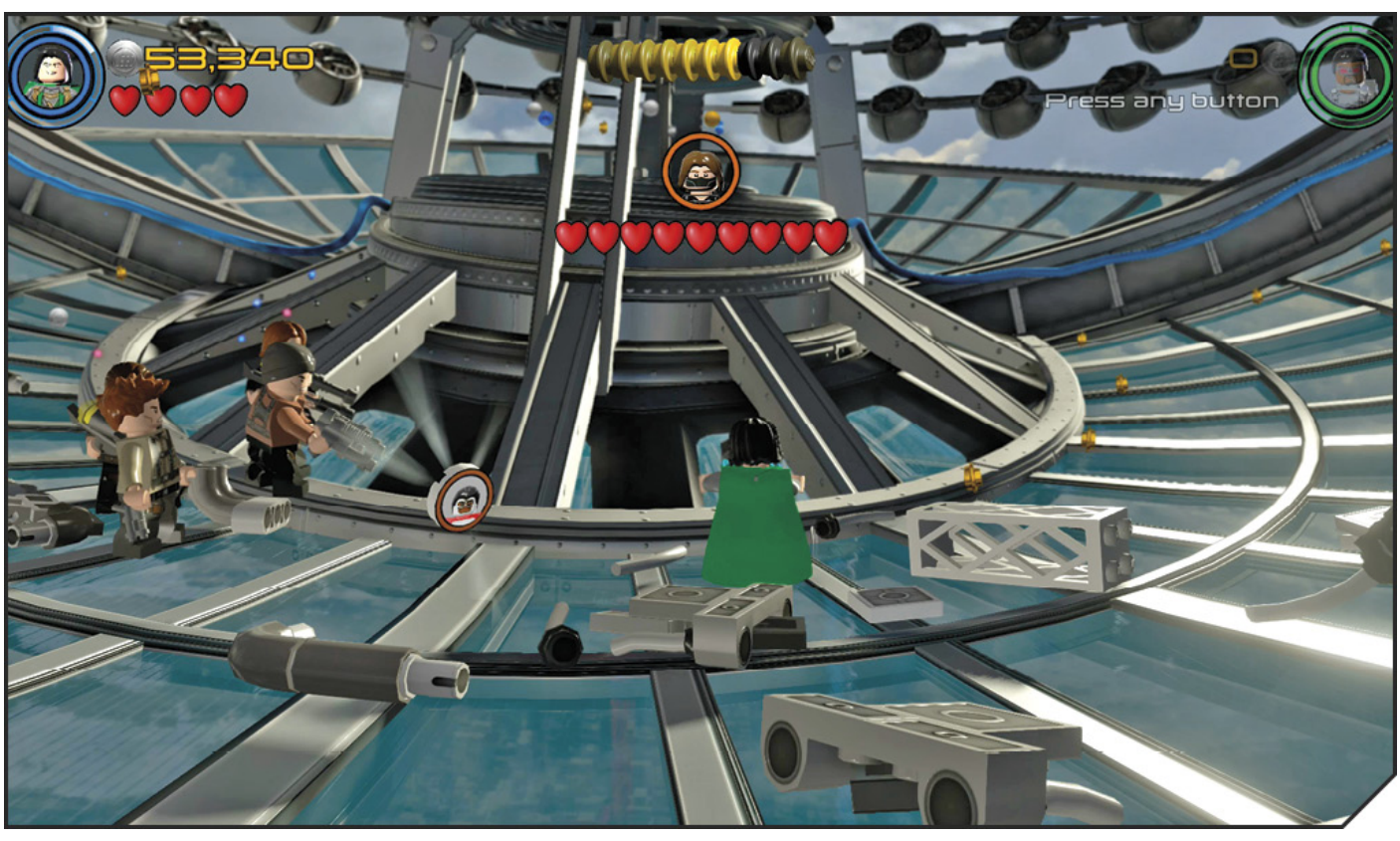
MINIKIT 10 >>>

During the final battle against Winter Soldier (when your heroes are in the lower area), scan on the left side to reveal a pile of debris with a Minikit underneath it.



CHARACTER TOKEN: FALCON (CLASSIC) >>>

During the final battle against Winter Soldier, use Telekinetic Power to fix two sets of piping. When the repairs are done, the Character Token for Falcon (Classic) drops down into the lower area.



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Level 9 | Story Mode

Ready A.I.M. Fire

True Avenger Requirement

- 100,000

Story Mode Characters Unlocked

Harley Keener

Pepper Potts (MK42)

Iron Man (MK42)

Iron Patriot

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Level 9 | Story Mode

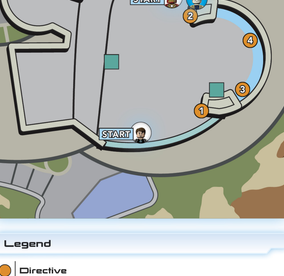
Tony Stark and Pepper Potts (MK42)

REUNITE TONY AND PEPPER >>>

Repair the pile of mechanical odds and ends near Tony Stark's start point. The rebuilt machine flies over the wall of flames and reveals a Gold LEGO wall.

> MINIKIT: MONITORS THREE

Three monitors are on the interior walls. One is on the half of the room where Pepper Potts begins, and you must destroy it before she relinquishes the armor. The other two are with Tony Stark. Target them after he regains his armor.



Legend

- Directive
- Character Token
- Monitor

Tag to Pepper Potts and burn a door out of the golden bricks to reveal a robot. The controls are on Tony Stark's side of the room.

Interact with the controls to put out the fire covering collapsed silver scaffolding. Attack the scaffolding to free the woman trapped underneath and return the Iron Man armor to Tony Stark.

> CHARACTER TOKEN: ALDRICH KILLIAN

Smash the picture that was uncovered when the giant stuffed bunny falls over. Use the Technology Panels to open the safe and get the Character Token from inside.

After the helicopter fires into the condo, tag to Pepper Potts. Bounce on the stuffed rabbit to reach the Twirl Pole and swing over the fire.

Scan the Christmas tree with Iron Man, then target the golden ornaments with his heat beam. Use the spare bricks to create a hanging bar over the fire place. Double jump with Pepper Potts to reach the bar and pull it down.

Repair the item inside the fireplace to destroy the helicopter hovering outside the condo. After it crashes, use the bricks to construct a mounted gun . Shoot down five helicopters to save the condo, briefly.

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LEGO MARVEL AVENGERS

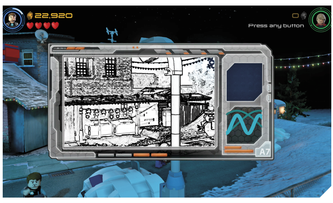
Level 9 | Story Mode

Tony Stark and Harley Keener

DESTROY TWO TRANSFORMERS >>>

As Tony Stark, scan the area near the street light to reveal a target. Hit the target with Harley Keener to melt the snow covering a four-wheeled vehicle.

Repair the vehicle with Tony Stark. Getting into the driver's seat causes the vehicle to zip around and crash into the fence hiding the transformer. Destroy the transformer after it's revealed.



> MINIKIT: TRASH BINS

Smash the trash bins behind the fence next to the transformer that's on the ground.

Follow the sound of an alarm to the other end of the street. Target the alarm with Harley Keener and combine the bricks that fall to the street with the contents of a nearby cart to build a switch. Turn the switch to raise the shutters.

Defeat the enemies that jump through the broken window. Repair the drone inside the shop. Tag to Harley Keener and grab the skids of the drone, which carries him up to the roof. Smash the transformer on top of the roof and return to the street.

DEFEAT ELLEN BRANDT >>>

With the electrical field gone, clear the cars and other objects blocking the road. Ellen Brandt appears at the end of the road and sends her guards to attack while she hangs back and tosses balls of fire.

Move in close to engage her and watch for prompts to switch characters. When she takes damage, she flies up to the diner sign and summons more guards. She repeats this pattern a few more times, then flees into the diner.

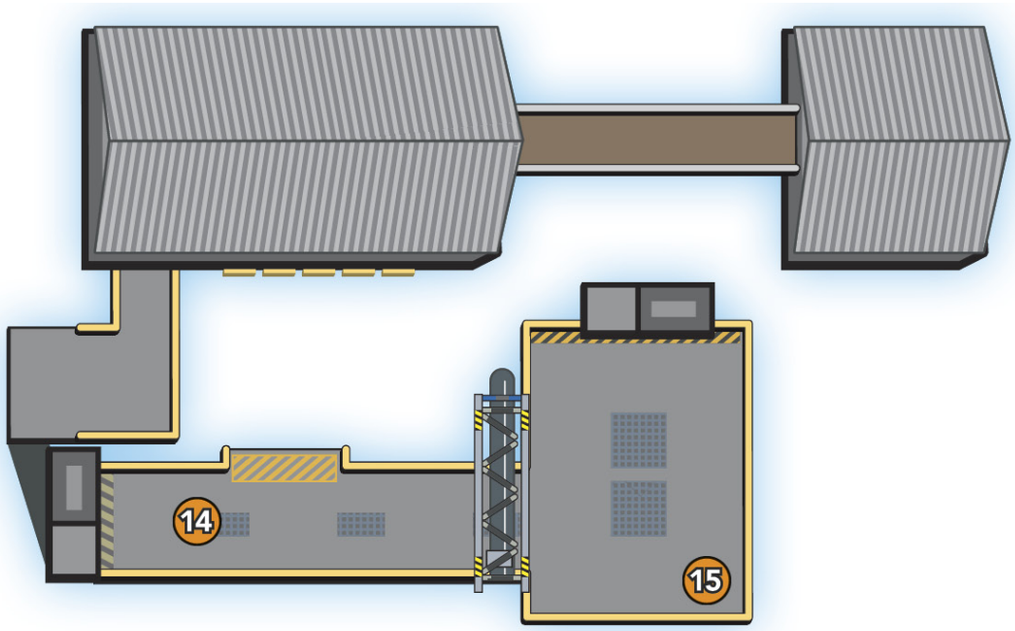
Follow her into the diner and avoid the flames and her attacks while breaking apart the tables and chairs. She begins tossing kitchen items over the flames (ovens and prep stations, not dinner plates!) as well.

After she tosses several things, you can build a turkey-filled missile that bounces around the interior of the diner. After its final ricochet, it takes out Ellen Brandt.

LEGO MARVEL AVENGERS

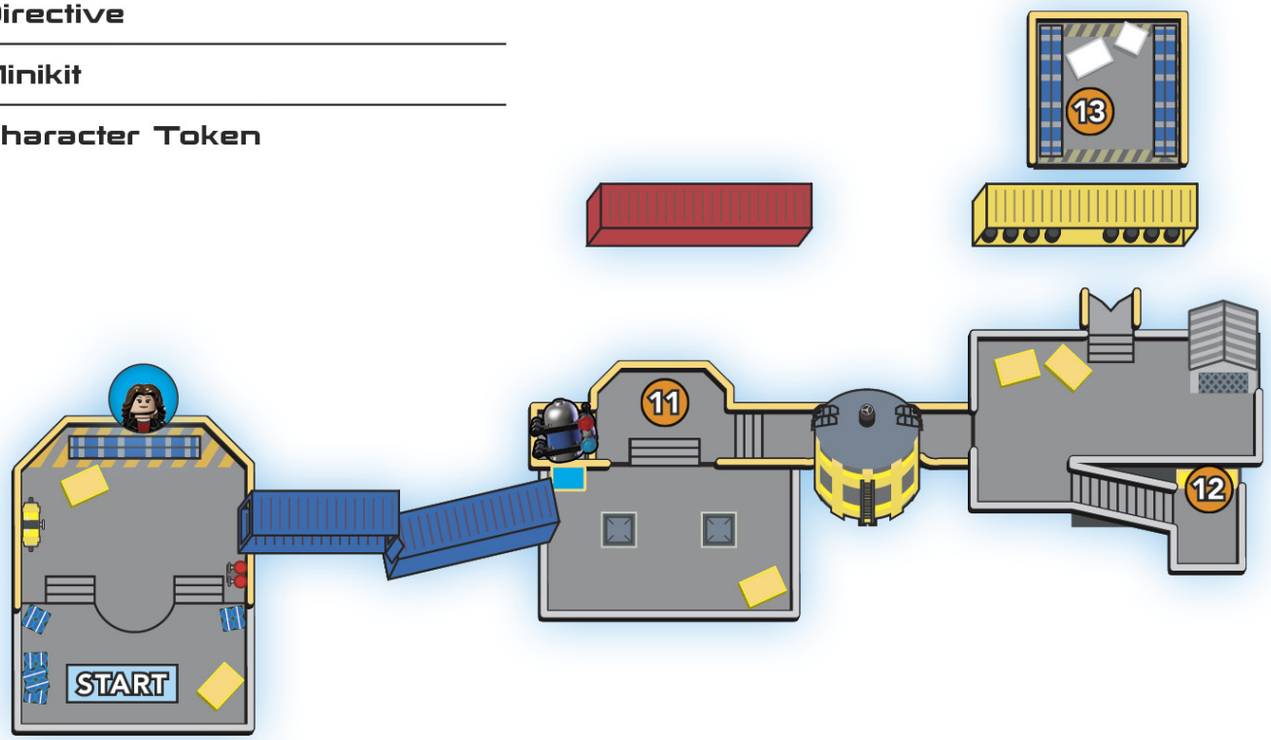
Level 9 | Story Mode

Iron Man (MK42) and Iron Patriot



Legend

- Directive
- Minikit
- Character Token



HELP IGOR >>>

Go through, or fly over, the cargo containers that form a bridge to the next platform. Attack the agents going after Iron Man (MK38 - Igor) (11) who shows his gratitude by clearing the way ahead while flying off.

> CHARACTER TOKEN: MAYA HANSEN

Walk around the giant wheel directly ahead of the start point.

> MINIKIT: BEHIND GOLDEN DOORS

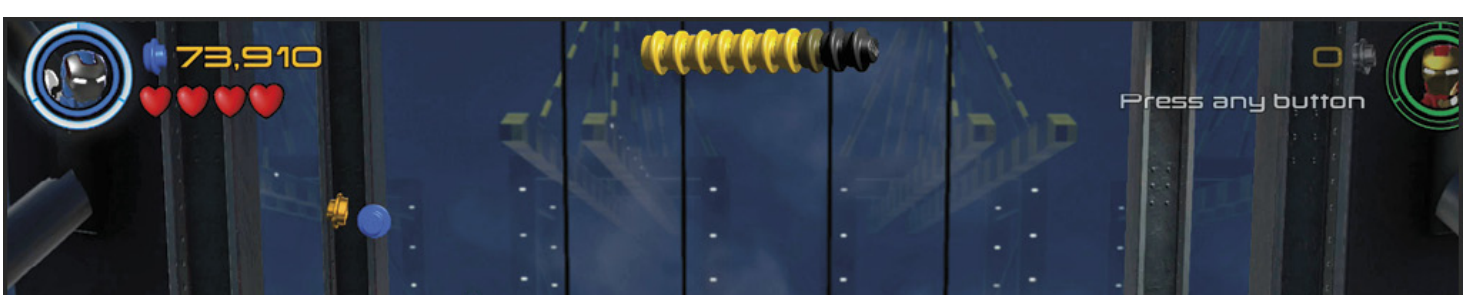
After Iron Man (MK38 - Igor) zooms off, melt the gold brick door nearby. Fly up into the cage to get the Minikit hovering at the top.

RIDE THE ELEVATOR >>>

Get up to the platform above the neon Roxxon logo. A flaming trailer drops down and blocks the path ahead. Go down the stairs and cut open the gold brick wall (12) at the bottom.

Fly into the shed with the Technology Panel inside. Use the panel to move a second trailer that pushes aside the burning trailer.

Fly over the gap to the platform with the large flywheels on either side (13) . Guards swarm to attack when your heroes land on the platform. Take out the guards and blast open the silver LEGO crates. Assemble the bricks from inside the crates into a lever that raises the platform. You will also need to build a pressure pad, wich will be used alongside the lever by the AI. Push the lever to go up to the next platform.



To clear the way to Aldrich Killian, attack the silver LEGO crates and the golden Roxxon logo (14). The bricks become a giant magnetic crane and its controls. Stand on the control platform to swing the crane's arm over to the debris and toss it aside.

DEFEAT ALDRICH KILLIAN >>>

Aldrich Killian begins the battle out of reach, sweeping the platform with flaming beams. Avoid the beams or your heroes will drop quickly. Killian's guards pop up from time to time, but they're nuisances at best. Focus on the big guy throughout this fight.

When Aldrich Killian drops to the platform, his attack becomes a leaping punch. He's also vulnerable to attack (watch for his health meter to appear near the top of the screen). After he loses a few hearts from his meter, he returns to his safe spot. He continues with this pattern until his health is nearly depleted.

When Tony Stark loses his armor, a yellow cart drops to the platform (15). Take out any straggling guards, then move Tony Stark to repair the object on the cart. Now use the technology panel.

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Level 9 | Free Play

Ready A.I.M. Fire: A

Legend

	Minikit
	Character Token
	Monitor

MINIKIT 1 >>>

There are three monitors on the interior walls. One is on the half of the room where Pepper Potts begins, and you must destroy it before she relinquishes the armor. The other two are with Tony Stark. Target them after he regains his armor.

MINIKIT 2 >>>

Before you repair the machine, take aim at the gold LEGO propane tanks under the gas grill.

MINIKIT 3 >>>

Before you repair the machine, fire a Sonic Arrow at the water tank outside the pentouse. Pull the Red Grapple Hook on the tallest flower to get it to yield a Minikit.

CHARACTER TOKEN: ALDRICH KILLIAN >>>

Smash the picture that was uncovered when the giant stuffed bunny falls over. Use the Technology Panel to open the safe and get the Character Token from inside.

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Level 9 | Free Play

Ready A.I.M. Fire: B

Legend

- Minikit
- Character Token
- Stan Lee in Peril

MINIKIT 4 >>>

Smash the trash bins behind the fence next to the transformer that's on the ground.

MINIKIT 5 >>>

Attack the silver LEGO object next to the roof transformer. Assemble an Electricity Panel from the parts and charge it to start a light show that ends with a Minikit on the roof.

MINIKIT 6 >>>

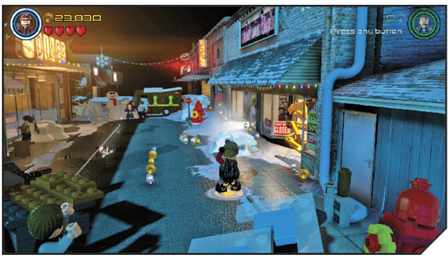
After both transformers are knocked out, attack the cars blocking the road until you uncover a black LEGO crate. The contents of the crate become a Speed Boost Ramp when assembled. Use the Speed Boost Ramp to knock a blue and red chest from the roof.

MINIKIT 7 >>>

Pull the Green Strength Handles on the truck behind Ellen Brandt's starting position to reveal a Grate. The Grate leads to the interior of a sushi shop that has a Minikit inside.

CHARACTER TOKEN: ELLEN BRANDT >>>

Blast the gold LEGO barricade over the storefront beyond the barricade of cars. Go into the store and head to the back to get this Character Token.



STAN LEE IN PERIL >>>

Clear the snow from the white car at the end of the street near the comic shop. Use Telekinetic Power to pick up a prybar to open the car's trunk and free Stan Lee from inside.

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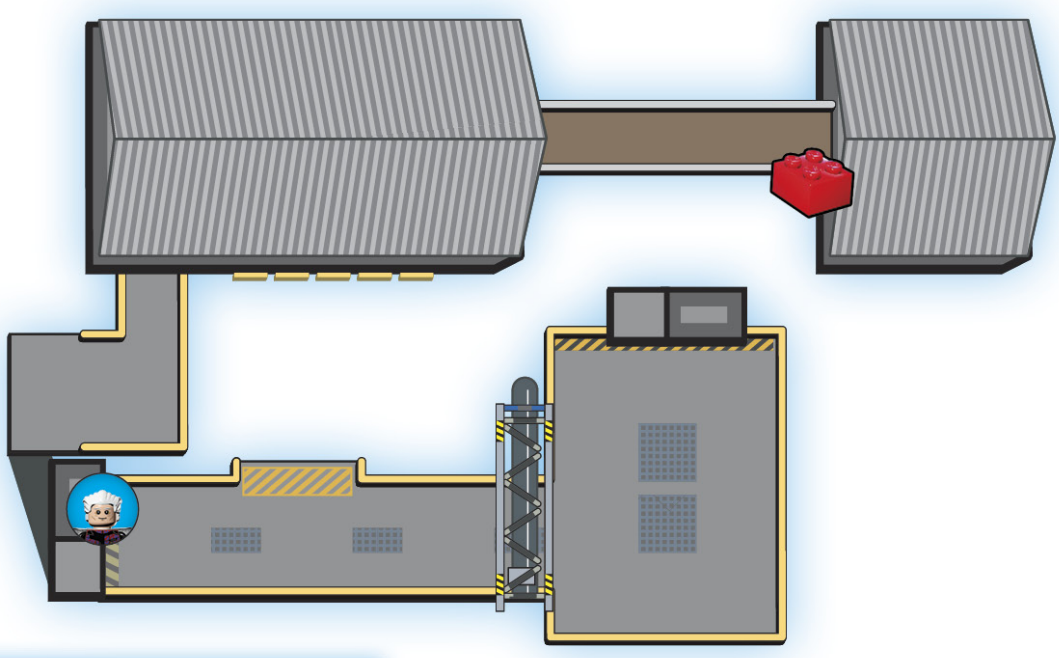
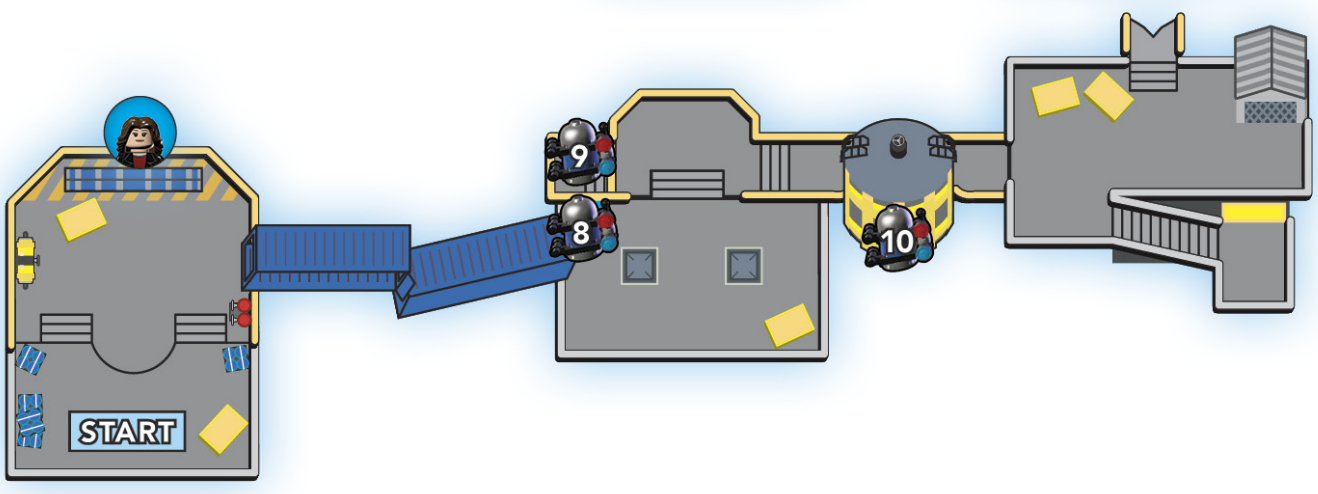
Level 9 | Free Play

Ready A.I.M. Fire: C



Legend

- Minikit
- Character Token
- The Collector
- Red Brick = Item for The Collector



MINIKIT 8 >>>

Crack the blue LEGO bricks beyond the trailers you used as a bridge near the start of the level. Attach a Red Grapple Hook to the back of the trailer and open the doors.

MINIKIT 9 >>>

After Iron Man (MK38 - Igor) zooms off, melt the gold brick door nearby. Fly up into the cage to get the Minikit hovering at the top.

MINIKIT 10 >>>

Break the cracked brick side of the water tower knocked down by Iron Man's (MK38 - Igor) departure.

CHARACTER TOKEN: MAYA HANSEN >>>

Walk around the giant wheel directly ahead of the start point to get the Character Token for Maya Hansen.

> THE COLLECTOR

Find The Collector near the silver LEGO, underneath the platform with the security camera. Speak with The Collector who is on the hunt for Iron Man armor.

Stealth under the security camera and destroy the silver LEGO crate inside the cage. Build the switch needed to open the door and pull it down. The hallway beyond the door is blocked by a gold LEGO object and fires. Claim the Iron Man helmet at the end of the walkway and return it to The Collector.

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Level 10 | Story Mode

Lost in the Aether

True Avenger Requirement

- 360,000

Story Mode Characters Unlocked

Erik Selvig

Eric Selving (Untidy)

Fandral

Jane Foster

Loki (No Helmet)

Sif

Volstagg

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LEGO MARVEL AVENGERS

Level 10 | Story Mode

Fandral, Sif, Thor, and Volstagg

BREAK DOWN THE GATES >>>

The exit from the dungeon is a short distance from where the action begins. Fight through the dark elf guards to reach it. Smash the rubble to the right of the gate to reveal glowing objects.

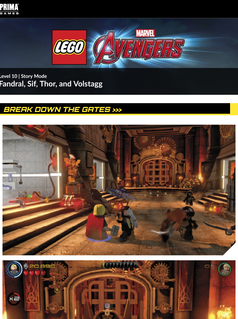
Break up the newly-revealed objects and the statue of Odin next to them. Assemble the bricks left behind into a switch that fits into the gears on the floor. Push the switch to raise an Electricity Panel that opens the gate after it receives a jolt from Thor's charged hammer.

The stairways beyond the gate are filled with objects that become studs when destroyed. Go up the second flight and engage the dark elves who appear there. Pick up studs after you build your multiplier to a good number. Pound on the debris blocking the way up until it crumbles.

> MINIKIT: TUCKED INTO A CORNER

When the ceiling collapses and blocks your progress up the stairs, fly into the corner to collect a minikit.

Sif joins your team of heroes in the open room at the top of the stairs. You must defeat 25 dark elves here (watch the counter in the top-center of the screen) before the large gates at the end of the room are ripped open.



BUILD A BATTERING RAM >>>

Moving into the room beyond the destroyed gates triggers Kurse's hurried exit through a door which is then locked and barred. You must build a battering ram to break through the door.

The room is filled with breakable objects and enemies, so take a few minutes here to work toward the level's daunting True Avenger target. When you're ready to pursue Malekith, destroy the glowing objects at the base of the broken stairs under the barred door. Use the bricks to build the chassis of your battering ram.

> CHARACTER TOKEN: HOGUN

To collect Hogun's Character Token, extinguish the fires atop the stairs near the room's entrance with ISP's shield.

The rift that opens in the room after the chassis is completed topples a column and provides the bricks you need to build the ram atop the chassis. A second rift is created, which tears apart a portion of the room and leaves behind the final bricks for the battering ram. Move your heroes to the ram, where they work together to break through the door.

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LEGO MARVEL AVENGERS

Level 10 | Story Mode

Loki and Thor

TOYS FOR LOKI >>>

Clear out the enemies that attack when you gain control of your Asgardians. Look for bouncing bricks behind where the action began (A) and assemble them into a giant hammer and chisel.

Move Loki near the hammer and chisel where he can use his powers to manipulate the tools to build a statue with a cracked-brick base. Strike the statue with Thor to send it flying at Kurse.

When Kurse opens a rift, press the button flashing over your character's head to keep him safe. As the rift vanishes, building bricks fall from the sky. Quickly build a giant sand shovel and bucket (Y) and put them to use with Loki.

After each use of the shovel, clear out the dark elves before they inflict too much damage. You need to put the shovel to use three times to unearth all the needed objects.

DEFEAT KURSE >>>

Break down everything that's glowing, even the shovel and bucket, to uncover the bricks necessary to build a rocket propelled craft with an Electricity Panel on it. Charge Thor's hammer and power up the rocket, which then flies at the boss.

Thor approaches Kurse's position (B) to begin the battle against him. Press the button flashing over Thor's head (it will change, so keep watching) to win the fight.

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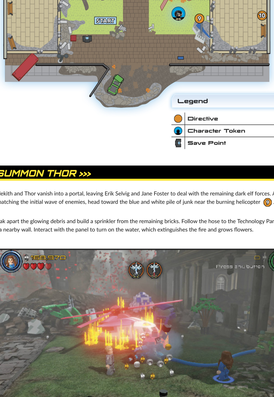
Level 10 | Story Mode

Erik Selvig, Jane Foster, and Thor



SUMMON THOR >>>

Malekith and Thor vanish into a portal, leaving Erik Selvig and Jane Foster to deal with the remaining dark elf forces. After dispatching the initial wave of enemies, head toward the blue and white pile of junk near the burning helicopter .

Break apart the glowing debris and build a sprinkler from the remaining bricks. Follow the hose to the Technology Panel on a nearby wall. Interact with the panel to turn on the water, which extinguishes the fire and grows flowers.

> CHARACTER TOKEN: MALEKITH

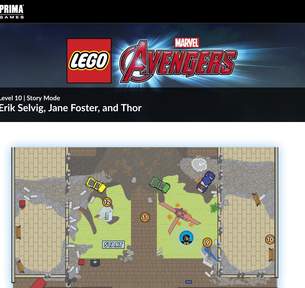
To unlock Malekith, chop down the three large flowers that pop up after the hose douses the helicopter's fire.

Attack the helicopter until it turns into building bricks. Assemble the bricks into a Gravometric Spike, which uncovers a scan location when activated. When Jane Foster scans the area, Thor and Malekith reappear.

DEFEAT MALEKITH >>>

Attack Malekith immediately. After you attack, he drives away your heroes and hides behind a protective red bubble. You must take down 15 dark elves before Malekith is vulnerable to attack again. Don't lose track of Malekith simply because you can't hit him. He continues to attack from afar while you deal with his minions.

When Malekith is vulnerable to attack again, focus on him exclusively. He continues to hurl red bolts from his hands, and sometimes uses magic to toss aside his attackers.



When Thor and Malekith vanish into another portal, assemble a Gravometric Spike from the blue and white bricks left behind by an unexpected rampage. Use the lever to activate the spike to reveal an area to scan.

Thor and Malekith return, and this time you must defeat 25 dark elves before you can battle an enlarged Malekith. After his last minion falls, Malekith targets Thor with a painful red beam. Charge up Thor's hammer, then tap the button flashing over Thor's head to win the day.

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Level 10 | Free Play

Lost in the Aether: A

MINIKIT 1 >>>

Mind control the guard inside the first cell left of the start point. Move him atop the pad in his cell. Stand on the matching pad outside the cell to drop the energy field. Blast the toilet seat (which is made of silver LEGO bricks) to bring out a Minikit.

MINIKIT 2 >>>

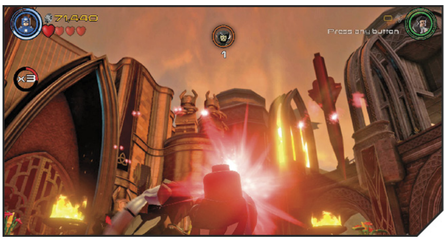
On the first landing outside the cells, uncover and break apart the silver LEGO objects (one object is a giant sword) and build a Speed Boost Ramp. The ramp launches your hero through a statue, which drops a Minikit on the floor, in pieces.

MINIKIT 3 >>>

When the ceiling collapses and blocks your progress up the stairs, fly into the corner to collect a Minikit.

MINIKIT 4 >>>

In the room where Sif joins the group, scan the entrance to reveal the bricks needed to build a Shield Deflect Pad. Deflect the Dark Elf ship's blasts back at it until it's destroyed. There's a Minikit in its wreckage. To make this an easier task, clear out the Dark Elf forces in the room before scanning.



MINIKIT 5 >>>

In the room where you build a battering ram, scan the area under the crashed Dark Elf ship. When you activate the S.H.I.E.L.D. Access Terminal, a mechanical arm opens a hatch on the ship.

CHARACTER TOKEN: HOGUN >>>

To collect Hogun's Character Token, extinguish the fires atop the stairs near the room's entrance with Sif's shield.

STAN LEE IN PERIL >>>

Target the gold LEGO stairs to the right of the start point to uncover a Grate. Use the Grate to get inside the cell with Stan Lee. Attack everything in the room until the guards are gone and you're left with a pile of bricks. The bricks become a shut off switch for the energy field on Stan Lee's prison.

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Level 10 | Free Play

Lost in the Aether: B

MINIKIT 6 >>>

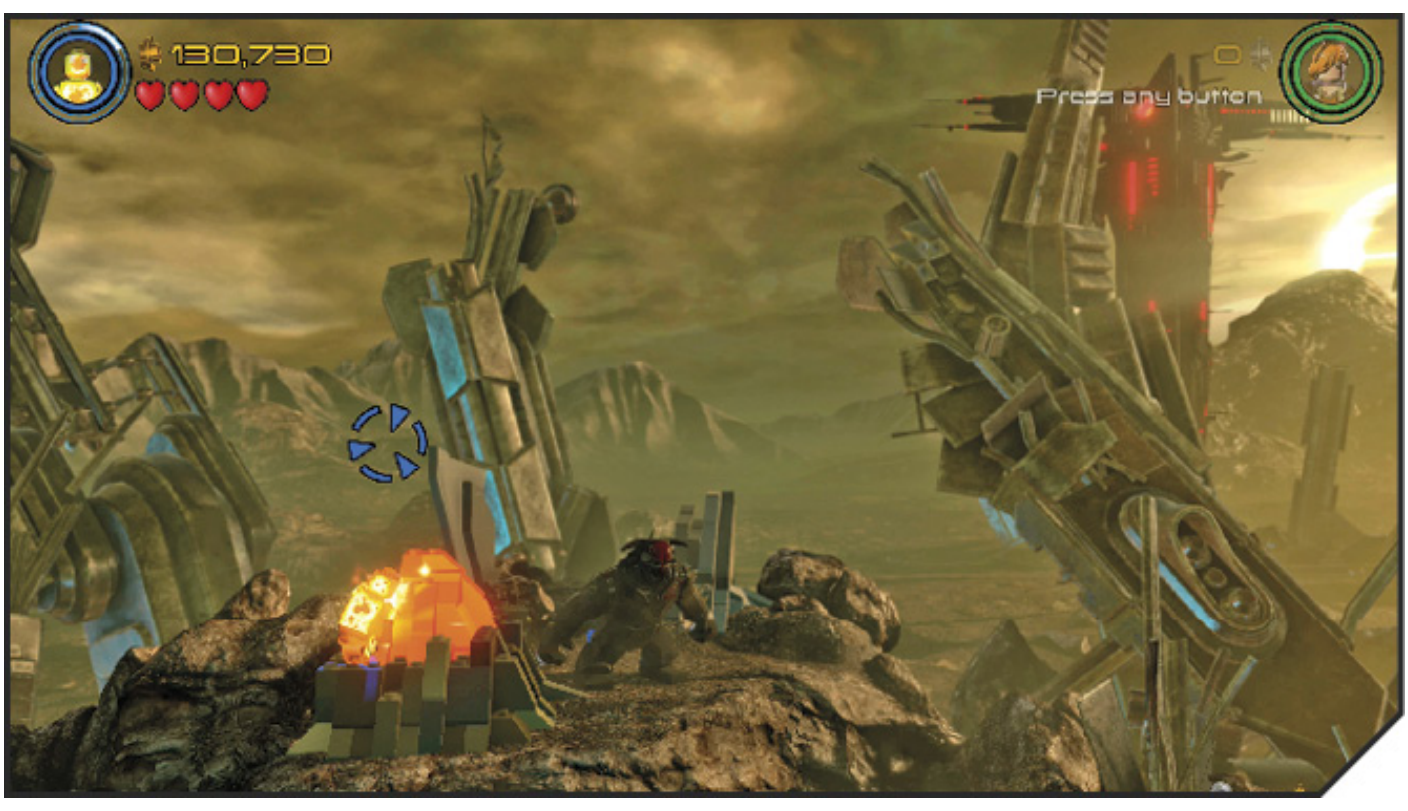
Tear apart the black LEGO object almost directly ahead of the start point.

MINIKIT 7 >>>

Scan the area between the black LEGO object and the crashed ship with the blue LEGO cockpit to reveal a Dig spot. Dig in the dirt three times to unearth a Minikit.

MINIKIT 8 >>>

Melt the lump of gold LEGO bricks on the same rise as Kurse's starting location.



CHARACTER TOKEN: KURSE >>>

Shoot out the cockpit's blue LEGO glass in the wreckage not far from the start point.

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LEGO MARVEL AVENGERS

Level 10 | Free Play

Lost in the Aether: C

Legend

- Minikit
- Character Token
- Save Point
- The Collector
- Red Brick = Item for The Collector

MINIKIT 9 >>>

Target the lump of silver LEGO bricks beyond the burning helicopter to reveal a giant, half-buried gauntlet. Use Telekinetic Power to rip it out of the ground and force it to drop a Minikit.

MINIKIT 10 >>>

Look under the columns on the map's left edge for a red telephone box. Pull the Red Grapple Handle to open the door. Destroy the phone box to get the Minikit inside.

CHARACTER TOKEN: MALEKITH >>>

To unlock Malekith, chop down the three large flowers that pop up after the hose douses the helicopter's fire.

> THE COLLECTOR

The Collector brewed tea for himself but lacks a drinking vessel. The tea cup he seeks is in the trunk of the blue car directly ahead of him. Use Telekinetic Power to open the trunk and hand over the cup for your reward.

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Hub Transit: Baron Strucker's Castle

Hub Overview

Story Mode Characters Unlocked

Baron Strucker

Doctor List

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Hub Transit: Baron Strucker's Castle

Baron Strucker and Doctor List

FREE THE TWINS AND CHARGE THE SCEPTER >>>

There are three objectives to complete as Baron Strucker and Doctor List. The first is freeing the twins, Quicksilver and Scarlet Witch. The steps for completing the second objective, charging Loki's scepter, should be done at the same time.

As Baron Strucker, shoot the target above the access shaft near Quicksilver's holding cage. Switch to Doctor List and use the Technology Panel to open the access shaft's door. Ascend the ladder and use the S.H.I.E.L.D. Access Terminal to open the nearby door. Use the terminal a second time to open the door on the other end of the windowed room.

Destroy everything in the windowed room. Then assemble the remaining bricks into a switch with a long, red bar. Jump up and pull down the bar to raise two switches down on the main level.

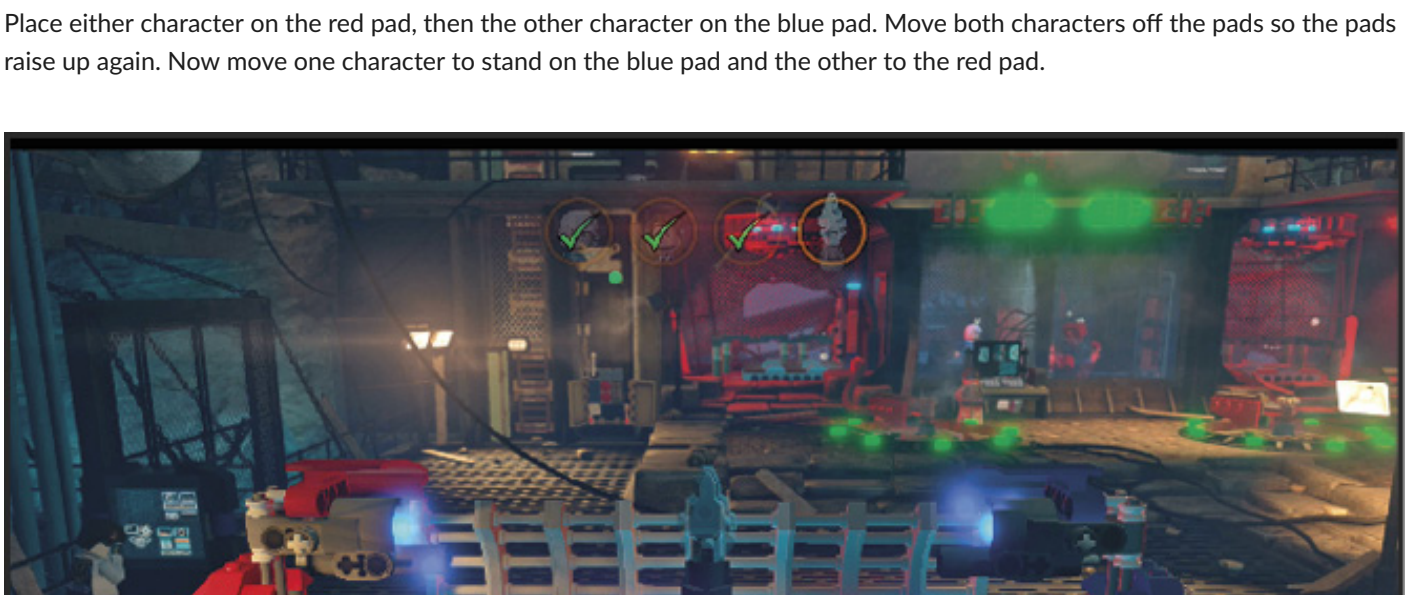
Send Doctor List through the door that opened when the terminal was used a second time. Charge the scepter with the Technology Panel by matching the arrows displayed in the three rings.

Return to the main floor. Turn the switch in front of Quicksilver's cell, then rebuild the switch in front of Scarlet Witch's cell and turn it.

SCAN THE CRYSTAL >>>

The final objective is to scan the crystal in the corner of the room with the red and blue pads. The colors of the tubes under the crystal are the keys to make the scanner work.

Place either character on the red pad, then the other character on the blue pad. Move both characters off the pads so the pads raise up again. Now move one character to stand on the blue pad and the other to the red pad.



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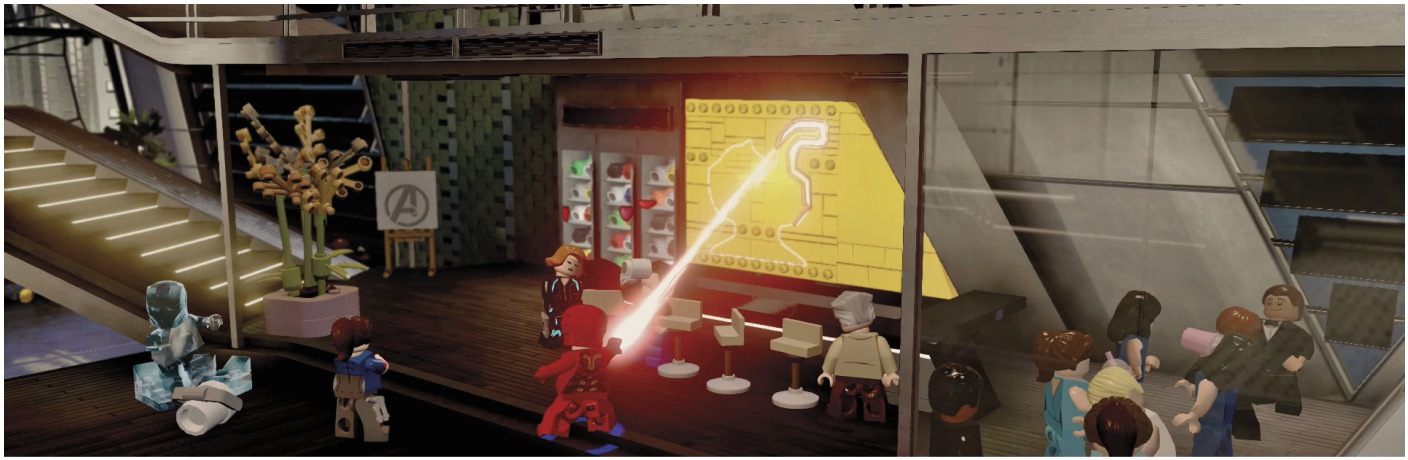
Level 11 | Story Mode

No Strings On Me



True Avenger Requirement

- 170,000

Story Mode Characters Unlocked

Captain America

Maria Hill (A: AoU)

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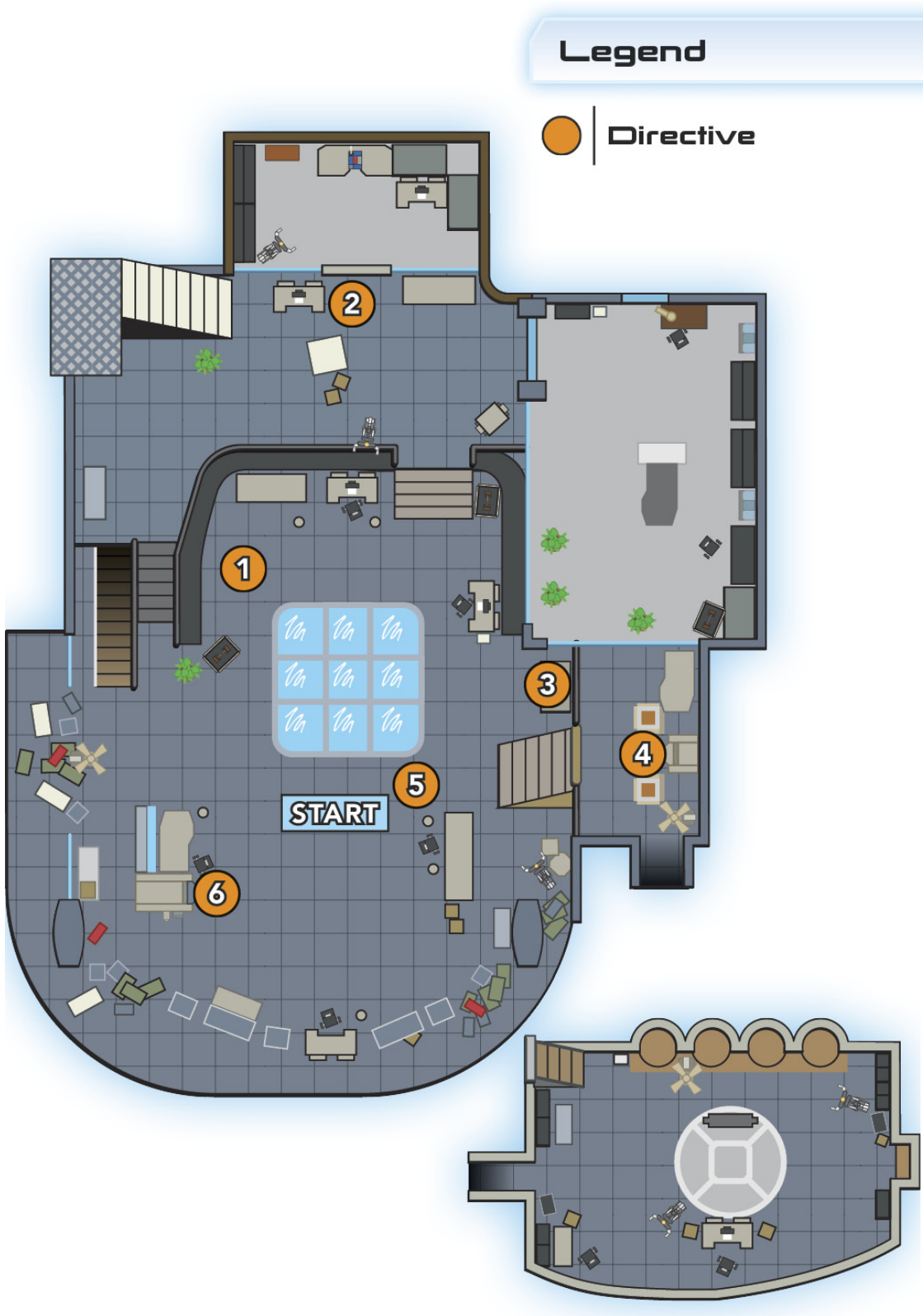
Level 11 | Story Mode

Bruce Banner (A:AoU) and Tony Stark (A:AoU)

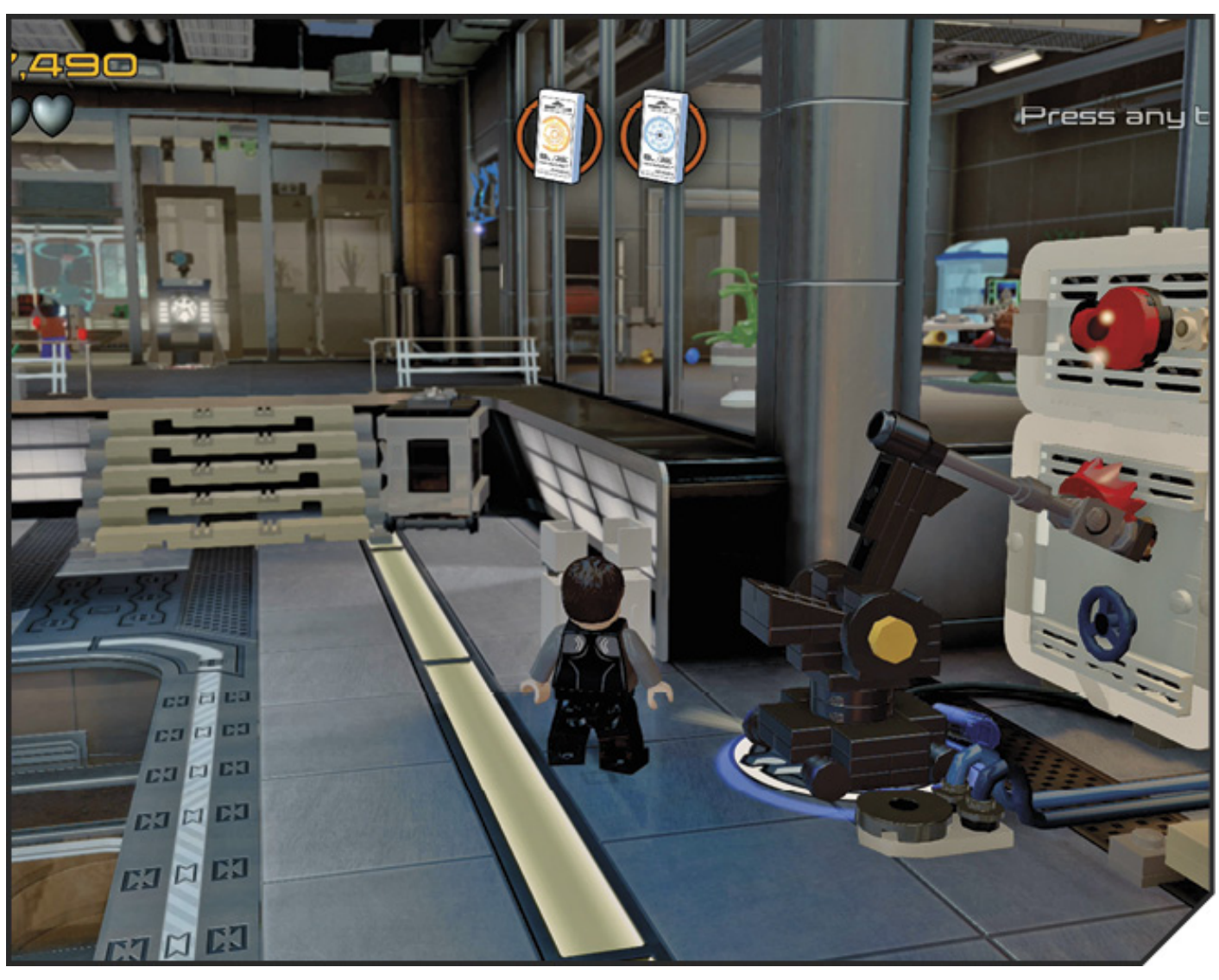


RETRIEVE THE J.A.R.V.I.S. KEYCARD >>>

Repair the robot across the room (1) from Tony Stark's starting position with Tony Stark. The Technology Panel that controls the robot is behind the glass doors at the back of the room.

Attack the objects outside the glass doors (2). Use the remaining bricks to build a S.H.I.E.L.D. Access Terminal, which opens the doors.

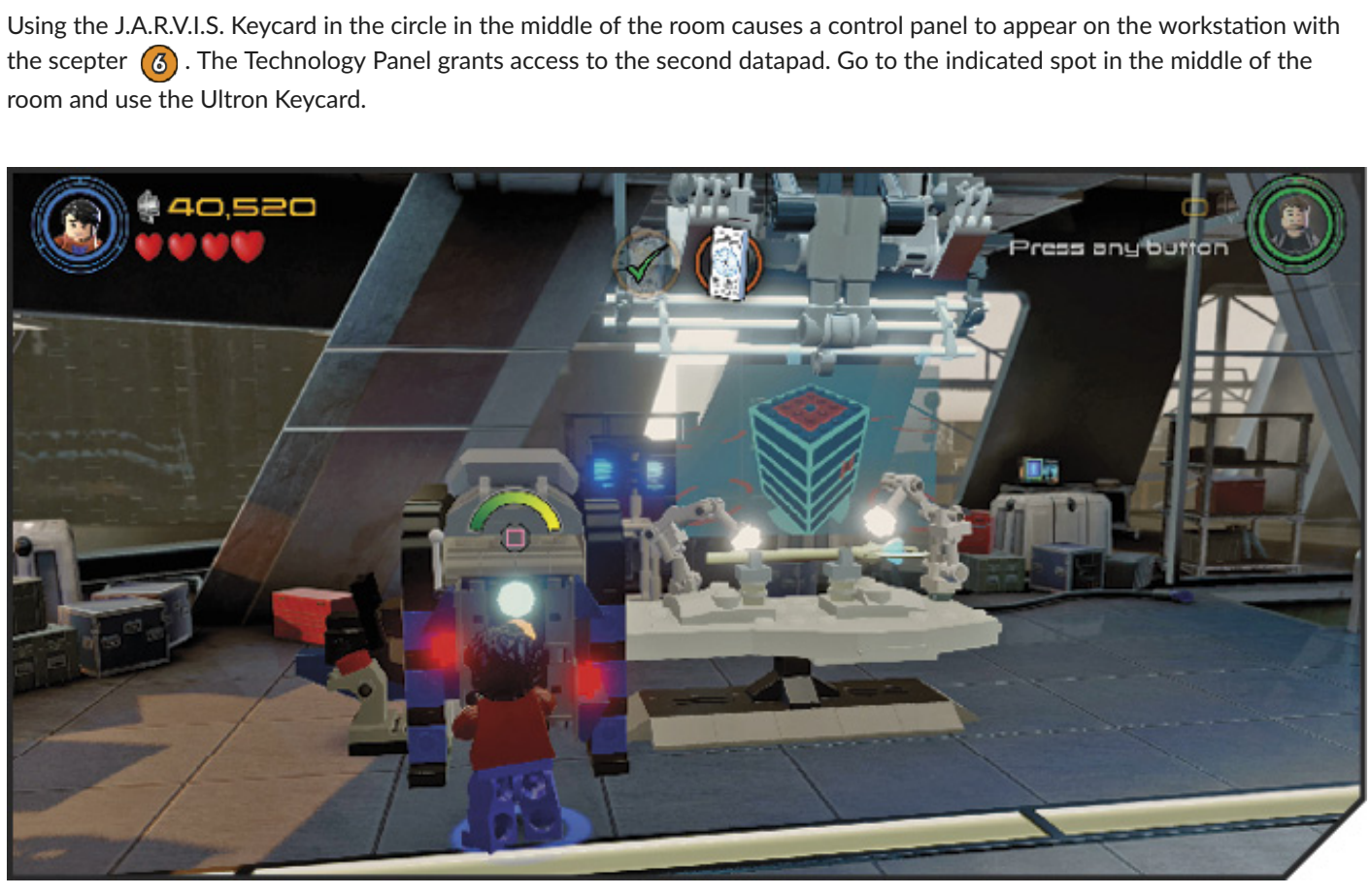
The robot is surprisingly agile. It's able to use stairs and open the cabinets around the room. Spend some time exploring with the robot before you command it to open the cabinet (3).



Assemble the parts that fell out of the cabinet into a switch. Turn the switch to uncover two round pads (4) next to the storage locker at the top of the steps. Move one character to stand on each pad at the same time to open the locker. Grab the J.A.R.V.I.S. Keycard and take it the center of the room (5).

RETRIEVE THE ULTRON KEYCARD >>>

Using the J.A.R.V.I.S. Keycard in the circle in the middle of the room causes a control panel to appear on the workstation with the scepter (6). The Technology Panel grants access to the second datapad. Go to the indicated spot in the middle of the room and use the Ultron Keycard.



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LEGO MARVEL AVENGERS

Level 11 | Story Mode

Captain America (A:AoU No Helmet), Maria Hill (A:AoU), Thor (A:AoU), and Tony Stark (A:AoU)

PROVIDE ENTERTAINMENT AT THE PARTY >>>

You must complete three objectives at the party. Completing two of the objectives drops a character from your available roster. Before you work on any of the objectives, consider tackling a few optional tasks first.

> MINIKIT: INFLATE IRON MAN BALLOONS

There are two red, white, and blue mechanisms on the main floor, and a third on the raised floor. Bounce on the raised side of each mechanism to inflate three Iron Man balloons.

> CHARACTER TOKEN: ULTRON (MK1)

Scan the area on the second floor near the turntables to reveal a broken machine. Repair the machine to get the token for Ultron (MK1).

UNCOVER THE PIANO >>>

Attack the shining objects near the character's starting point. Assemble the bricks into a large machine with a Technology Panel on the front.

Activating the panel flips over a section of the floor and reveals a piano. Charge up Thor's hammer and jolt the Electrical Panel to start the piano playing. Thor leaves the group to enjoy some dancing.

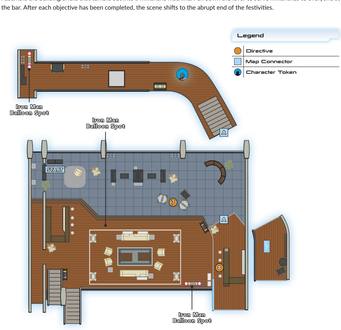
PLAY POOL WITH FALCON >>>

Scan the area near Falcon , Put Tony Stark into an Iron Man suit and target the two crates. After you assemble a billiards table from the bricks that spill out of the crates, Captain America leaves the group to play pool with his friend.

SERVE A REFRESHING MILKSHAKE >>>

Go to the line of bar stools between Black Widow and Stan Lee. Clear out the shelves in front of the golden wall, then trace the outline in the bricks.

Assemble the building bricks that tumble out into a milkshake machine. Pull down the lever to serve milkshakes to everyone at the bar. After each objective has been completed, the scene shifts to the abrupt end of the festivities.



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LEGO MARVEL AVENGERS

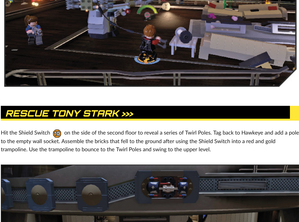
Level 11 | Story Mode

Captain America (A:AoU No Helmet), Hawkeye (A:AoU), Tony Stark, and Maria Hill (A:AoU)

RESCUE CAPTAIN AMERICA >>>

Maria Hill and Hawkeye must work together to help the other Avengers in their battles against the Iron Legion drones corrupted by Ultron. First up is Captain America on the second floor.

Clear out the Iron Legion drones in the sitting area, then break apart the couches. Target the shelving units (X) with Hawkeye, whose Sonar Arrows break up the glass shelves. Turn the bricks into a catapult, powered by Hawkeye, that launches Captain America's shield to him.

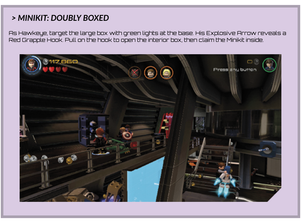


RESCUE TONY STARK >>>

Hit the Shield Switch (X) on the side of the second floor to reveal a series of Twirl Poles. Tag back to Hawkeye and add a pole to the empty wall socket. Assemble the bricks that fell to the ground after using the Shield Switch into a red and gold trampoline. Use the trampoline to bounce to the Twirl Poles and swing to the upper level.

> CHARACTER TOKEN: IRON MAN (MK16)

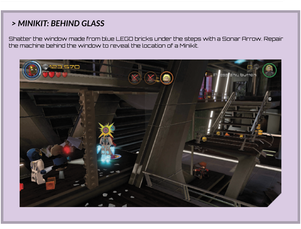
Extinguish the fire at the base of the stairs near the sitting area. Clear out the rubble underneath the fire to unlock Iron Man MK16.



> MINIKIT: DOUBLY BOXED

As Hawkeye, target the large box with green lights at the base. His Explosive Arrow reveals a Red Grapple Hook. Pull on the hook to open the interior box, then claim the Minikit inside.

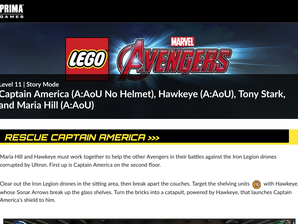
Another way to get to the upper level is to extinguish the fires near the sitting area (X). Rebuild the staircase there with the bricks left behind after the fire is put out.



Destroy the blue and grey objects (X) with Thermo Arrows. Build a Technology Panel from the bricks, which only Maria Hill is capable of operating. After she uses it, an Iron Man suit encases Tony Stark, which allows him to defeat the Iron Legion drone.

> MINIKIT: BEHIND GLASS

Shatter the window made from blue LEGO bricks under the steps with a Sonar Arrow. Repair the machine behind the window to reveal the location of a Minikit.



RESCUE THOR >>>

Thor appears next, sliding across the lower level. Defeat the remaining Iron Legion drones to end the attack.

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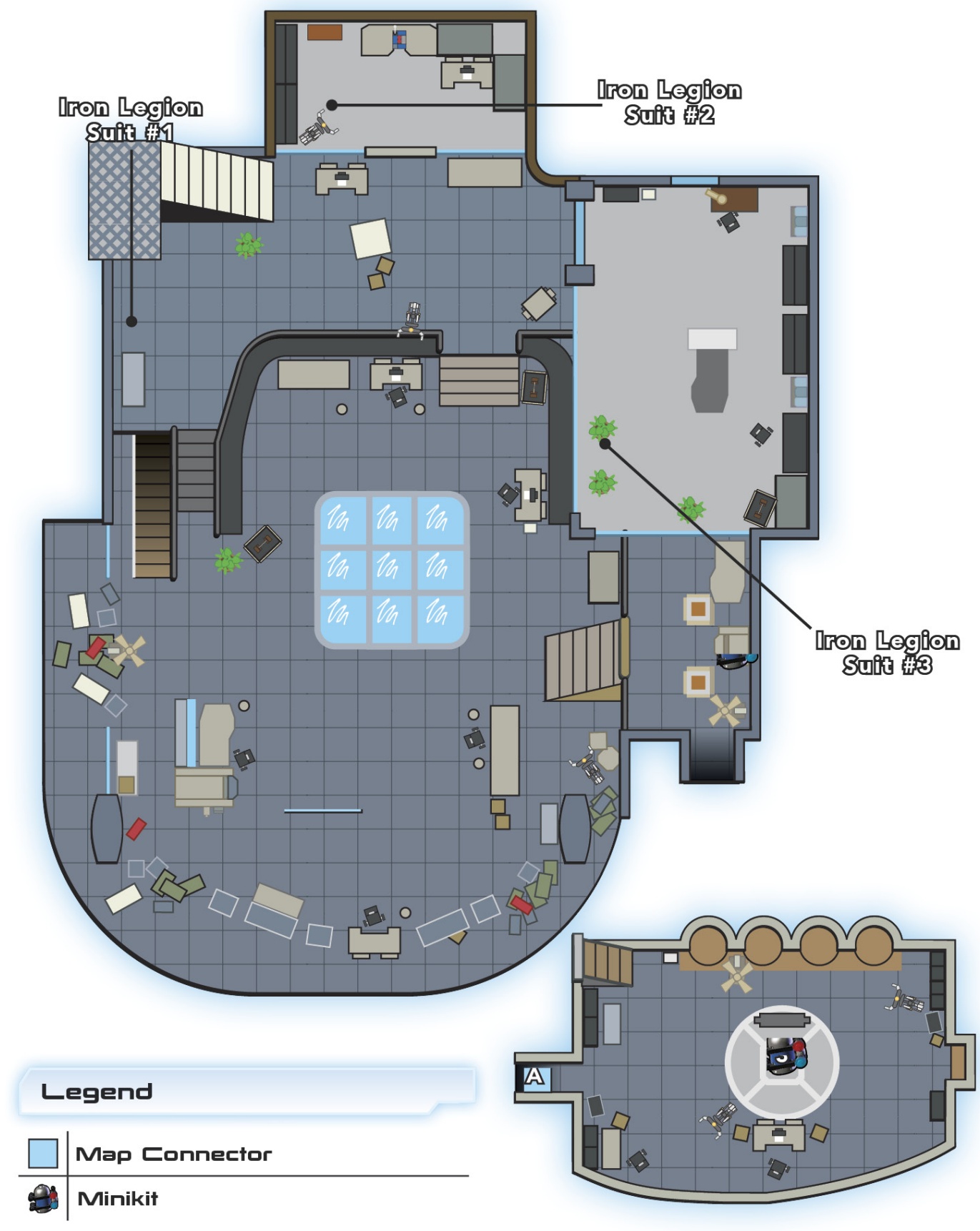
Level 11 | Free Play

No Strings On Me: A



MINIKIT 1 >>>

Blast the ductwork above the machine from which you get the J.A.R.V.I.S. Keycard.

MINIKIT 2 >>>

After using the S.H.I.E.L.D. Access Terminal to get into the control room, use it again with a HYDRA agent to get a Minikit.

MINIKIT 3 >>>

Pull the black LEGO object from above the room where Hawkeye is being treated, then open the door with the Shield Switch. Shoot the two blue LEGO shelving units to reveal a Grate. Go through the Grate into the room where the Iron Legion prototypes are being stored. Any character with Telekineitc Power can reassemble the Minikit on the examination table.

CHARACTER TOKEN: IRON LEGION >>>

There are three Iron Legion prototypes locked away in the lab. To get the first, guide the robot under the staircase left of the control room. For the second, use Telekinetic Power and a heat beam inside the control room. Dig up the third from a potted plant inside the room where Hawkeye is being treated.

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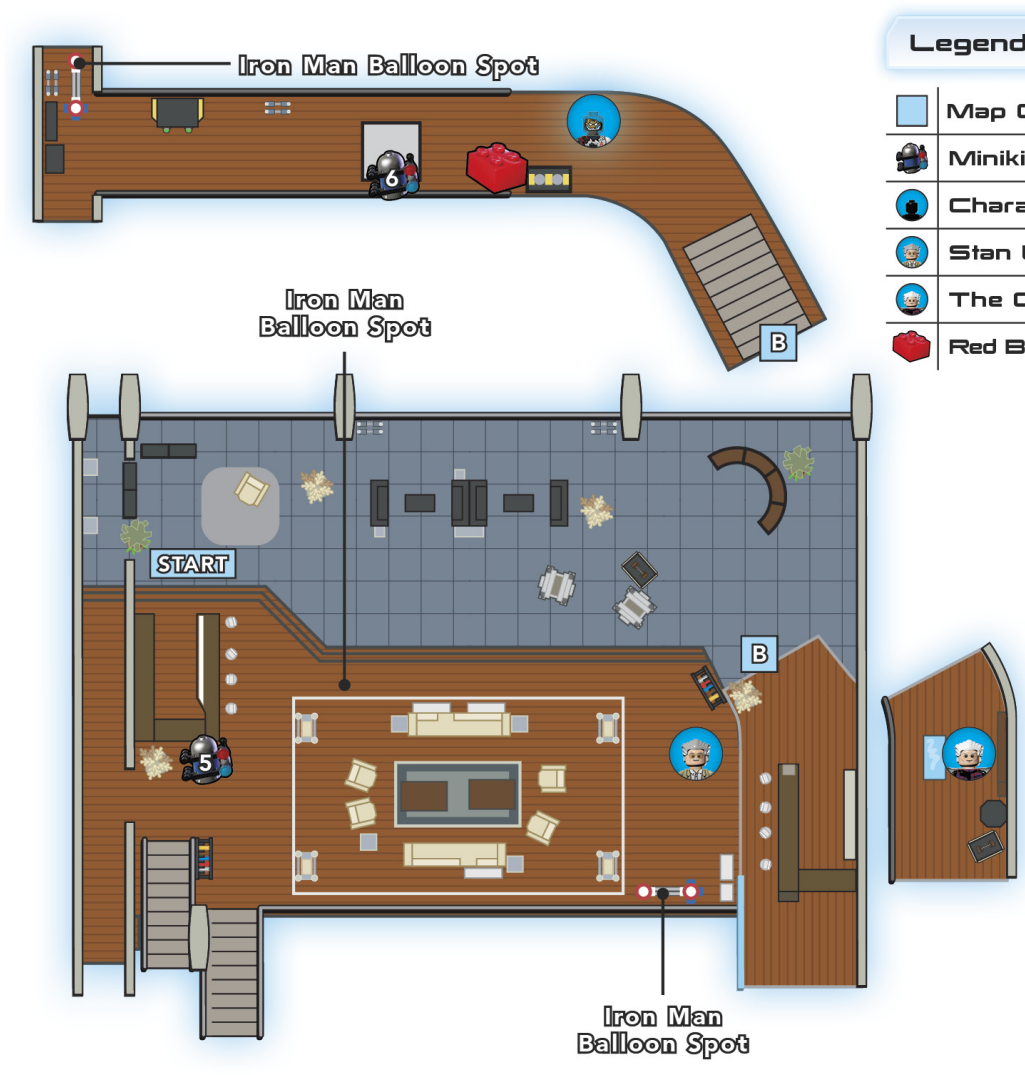
Level 11 | Free Play

No Strings On Me B



Legend

- Map Connector
- Minikit
- Character Token
- Stan Lee in Peril
- The Collector
- Red Brick = Item for The Collector

MINIKIT 4 >>>

There are two red, white, and blue mechanisms on the main floor, and a third on the raised floor. Bounce on the raised side of each mechanism to inflate three Iron Man balloons.

MINIKIT 5 >>>

Shoot the targets behind the bar near the start point. Build a Speed Boost ramp from the bricks that appear. The ramp launches your character around a hallway, knocking down a cart.

MINIKIT 6 >>>

There's an Electricity Panel behind the Green Strength Handles near the dance floor. Charge up the panel to reveal a Minikit on the checkered floor.

CHARACTER TOKEN: ULTRON (MK1) >>>

Scan the area on the second floor near the turntables to reveal a broken machine. Repair the machine to get the token for Ultron (MK1).

STAN LEE IN PERIL >>>

To save Stan Lee, leave at least one other objective at the party undone before you serve everyone milkshakes. Melt the ice statue next to Stan Lee (after he receives a milkshake) with a heat beam. Use Telekinetic Power to relieve his perilous discomfort.

> THE COLLECTOR

Speak with The Collector on the walkway above the milkshake machine. He complains about the music but tasks you with retrieving a vinyl record from the DJ's turntables.

The DJ must come from money as his system is made from black LEGO bricks. Tear apart the turntables and return to The Collector with his prize.

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Level 11 | Free Play

No Strings On Me: C

MINIKIT 7 >>>

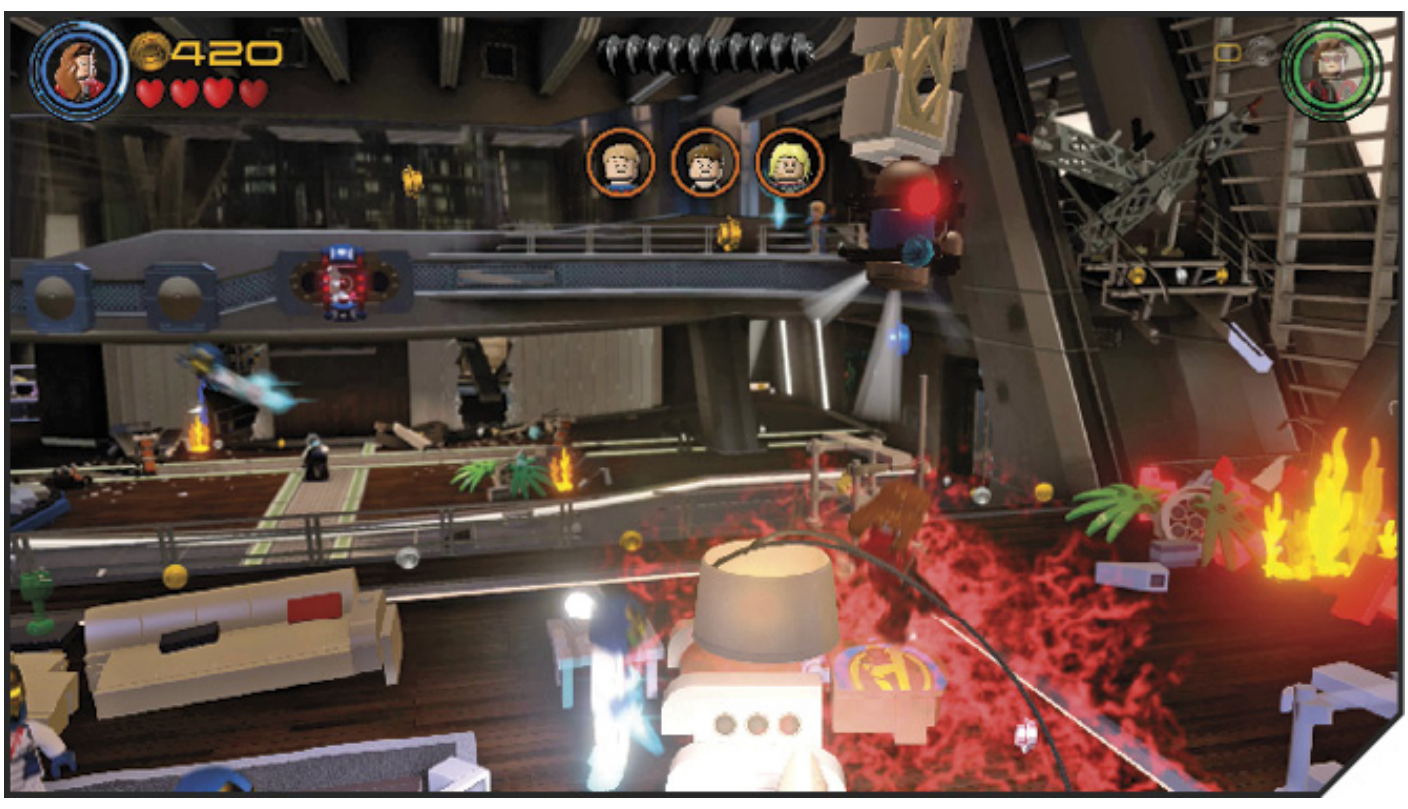
Target the large box with green lights at the base to reveal a Red Grapple Hook. Pull on the hook to open the interior box, then claim the Minikit inside.

MINIKIT 8 >>>

Shatter the window made from blue LEGO bricks under the steps with a Sonar Arrow. Repair the machine behind the window to reveal the location of a Minikit.

MINIKIT 9 >>>

Use Telekinetic Power on the chair near the start point to reveal the location of a Minikit. Use the chair to bounce up to the Minikit.



MINIKIT 10 >>>

Use the Grate near the milkshake bar to get on the other side of the bar. Dig up the Minikit from the floor.

CHARACTER TOKEN: IRON MAN (MK16) >>>

Extinguish the fire at the base of the stairs near the sitting area. Clear out the rubble underneath the fire to unlock Iron Man (MK16).

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Hub Transit: South Africa

Black Widow (A:AoU), Captain America (A:AoU), Hawkeye (A:AoU), Iron Man, and Thor

CLEAN THE TANKER'S HULL >>>

Follow the line of ghost studs around the HMS Churchill (3). Scan the crates on the shoreline to expose the silver LEGO bands around the large crate. Target the crate with either Iron Man or Hawkeye.

Assemble the bricks that were inside the crate into a lever on the side of a nearby cargo trailer. Open the trailer and build a wheeled base with a fan on top of it.

Trace the outline of an anchor on the gold bricks in the ship's hull. The bricks from behind the door become an Electricity Panel on the side of the fan. Charge the Electricity Panel to clean the hull of the HMS Churchill.

GET PAST THE GUARDS >>>

Guards emerge from the ship's cabin and they activate a security camera. Follow the ghost studs back around the ship to a scaffold (2). Scan the top of the scaffold to reveal silver LEGO tubes on the ship.

Target the tubes with Iron Man or Hawkeye to destroy them. Fly Iron Man or Thor to the HMS Churchill and assemble a plank that extends from the ship to the scaffold.

Send Black Widow across the plank and head for the security camera (3). Stealth up to the Technology Panel and activate it to open the main deck doors (4). You don't need to fight the guards here. Going through the door is enough to end this mission successfully.

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Level 12 | Story Mode

Anger Management

True Avenger Requirement

- 80,000

Story Mode Characters Unlocked

Agent Carter

Heimdall

Madame B.

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LEGO MARVEL AVENGERS

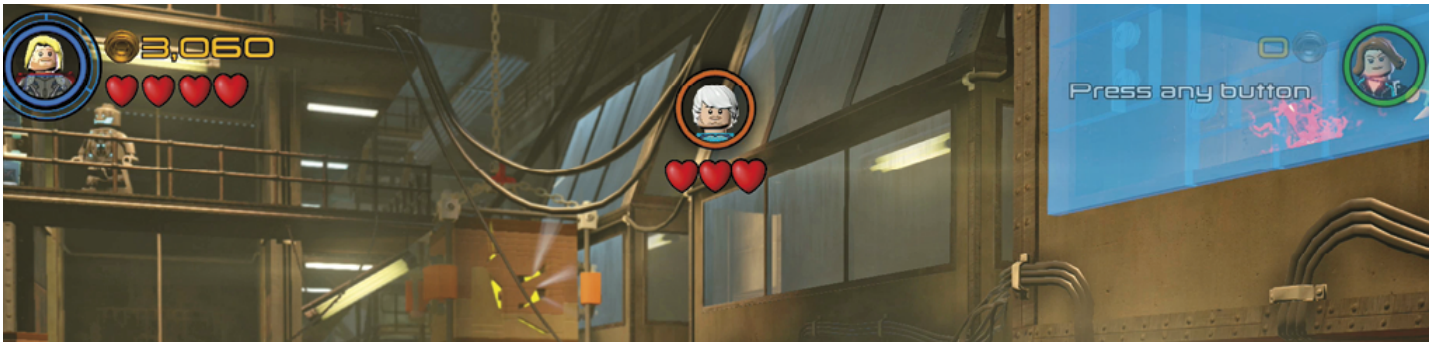
Level 12 | Story Mode

Black Widow (A:AoU), Captain America (A:AoU), and Thor (A:AoU)

DEFEAT QUICKSILVER >>>

Walk toward the twins to begin the fight. Quicksilver is too fast, so you must slow him down with trickery. You can't hit Quicksilver unless he's stunned.

Tag to Thor and target the cracked-block box (1) over Quicksilver's head. When Quicksilver tries to hold Thor's hammer, it weighs him down and leaves him vulnerable to attack.



Quicksilver recovers and does laps around the catwalk. Drop down to the lower level and clear out the forces fighting near the elevator. Build an Electricity Panel (2) at the base of the elevator shaft. Tag to either Black Widow or Thor to charge the panel.

Send Black Widow up the cling wall. Scan the area there to expose a second cracked-brick crate (3). Tag to Thor and target the crate. Attack the stunned Quicksilver after he tries to catch Thor's hammer again.

29,610
Press any button

3
1
2

Legend

●	Directive
💾	Save Point

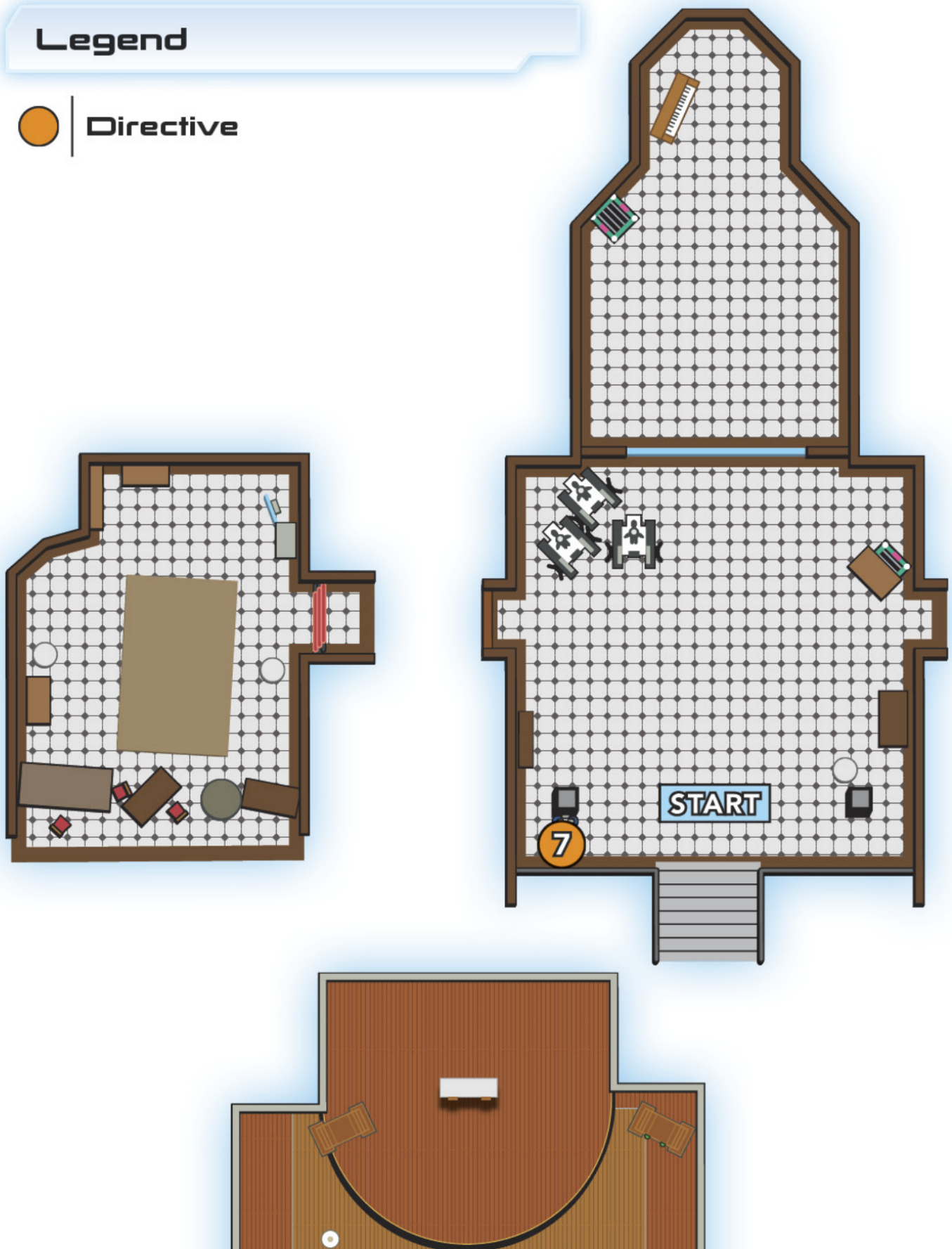
Drop down to the lower level and scan the area above a rack of white missiles (4) to reveal a Shield Switch. Tag to Captain America and toss his shield at the switch, which reveals a cracked-brick wall (5). Break the wall with Thor and take Quicksilver out of the fight.

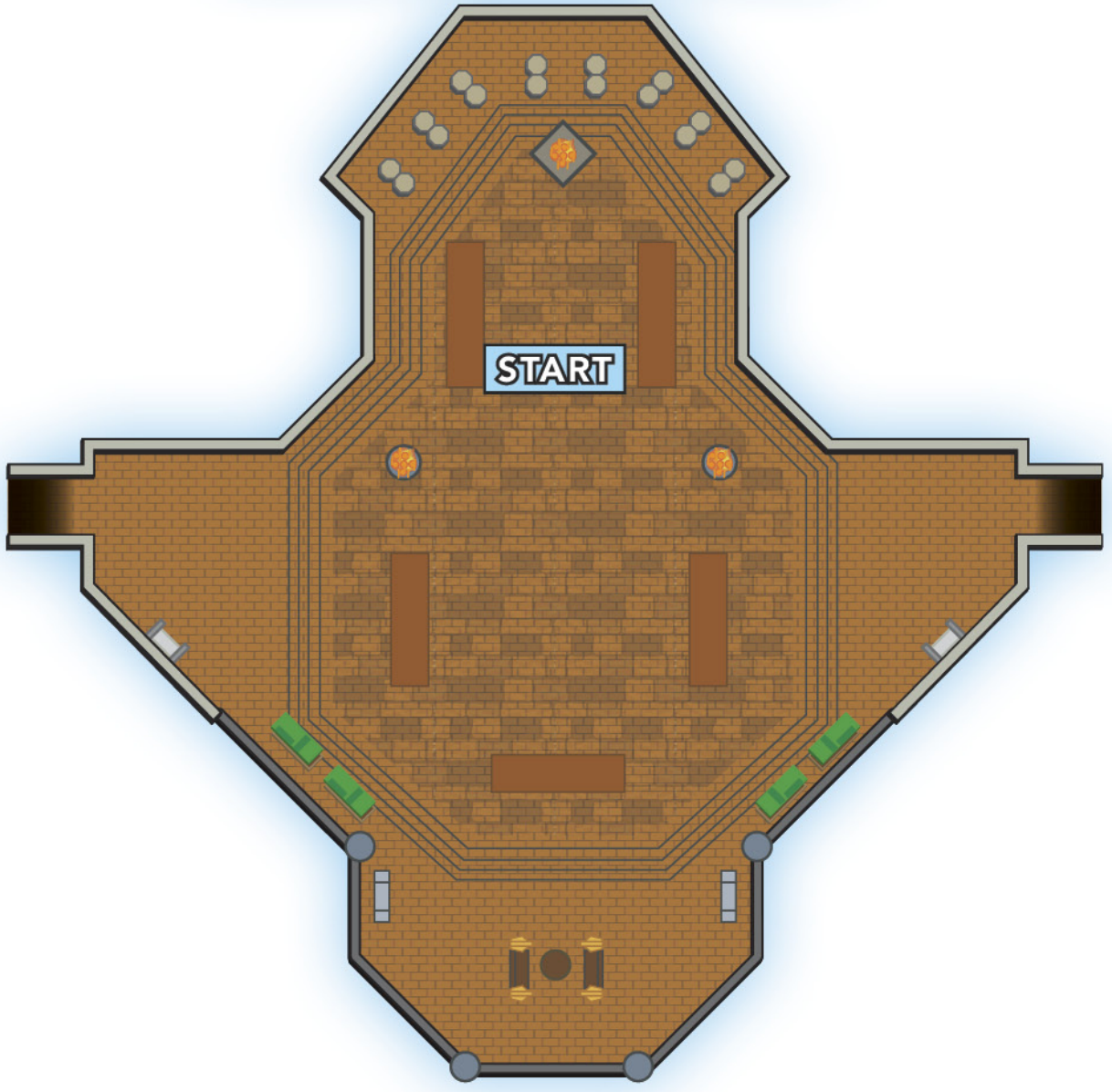
DEFEAT THE SCARLET WITCH >>>

Hawkeye appears long enough to shoot a crate that was filled with the bricks needed to build a Shield Deflect Pad (6). Move Captain America on the pad and redirect Scarlet Witch's beam at the gold LEGO object under her.

> DREAM SEQUENCES

Scarlet Witch probes the minds of each Avenger, starting with Black Widow. Each Avenger's mind journey is brief, and you are limited to what you can do during Story Mode. When you return in Free Play, you will be able to explore more of each area.


Legend
Directive
START
7



Walk toward the room 7 with the dancers to bring up three targets that must be shot down.

AGENT CARTER AND CAPTAIN AMERICA SHARE A DANCE >>>

Guide Agent Carter and Captain America toward each other and let them share a dance that is cut short by a strange occurrence.

HEIMDALL AND THOR IN ASGARD >>>

Walk over to the fire pit at the back of the level to trigger a Quick Time Event. Heimdall delivers news that staggers Thor. Tap the button that appears over Thor's head to escape the nightmare.

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LEGO MARVEL AVENGERS

Level 12 | Story Mode

Hulkbuster

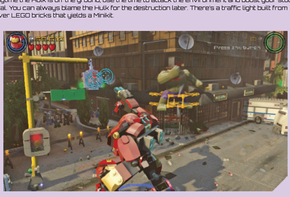
STOP THE HULK >>>

Keep Veronica on the Hulkbuster prompt and target Iron Man. Deploy the armor to provide Iron Man with armor appropriate for this battle. When the Hulk charges, tap the button blinking over Iron Man's head to fend him off.

After a few successful exchanges, Hulk jumps atop a marquee frame made of gold bricks. Target the frame with Iron Man's heat beam to knock Hulk down to the street. Tag to Veronica, select Cage, and target the Hulk.

> MINIKIT: TRAFFIC LIGHT

Anytime the Hulk is off the ground, use the time to attack the environment and boost your studs total. You can always blame the Hulk for the destruction later. There's a traffic light built from silver LEGO bricks that yields a Minikit.



After Hulk emerges from the cage, tap the button blinking over Iron Man's head to drive the Hulk atop another building. After a few seconds, Hulk jumps back to the street.

> MINIKIT: VERONICA'S WARNING

Select Veronica's Warn Citizen ability and target three civilian groups in the first area and three groups in the second to earn a Minikit.

The Hulkbuster suffers damage and the game prompts you to take control of Veronica. Select Repair and target Iron Man. When the armor is sufficiently repaired, the fight moves to a rooftop.

After a few more exchanges with the Hulk, he climbs a communication tower. Command Veronica to blanket the area around the Hulk with gas canisters. When he's sufficiently slowed by the gas (the progress gauge is in the top-center of the screen), Iron Man steps in to finish the fight.

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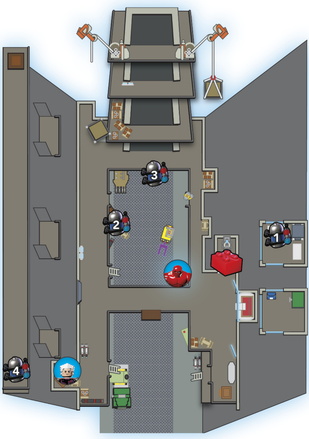
Level 12 | Free Play

Anger Management: A

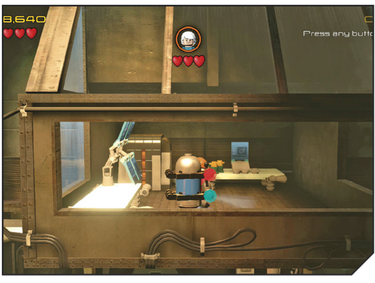
Legend

- Minikit
- Character Token
- The Collector
- Red Brick = Item for The Collector



MINIKIT 1 >>>

Shatter the blue LEGO window above the walkway, then fly into the room behind it. Use Telekinetic Power to dump the fruit from the bowl to get the Minikit at the bottom.



MINIKIT 2 >>>

Clear out the forces of Ultron and Klaue fighting near the elevator shaft. Repair the forklift and use it to lift the crate covering a Minikit.

MINIKIT 3 >>>

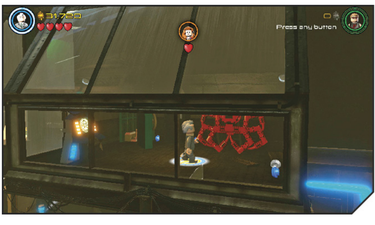
After raising the elevator, use a heat beam to carve out the shape in the elevator shaft's gold LEGO brick back wall.

MINIKIT 4 >>>

After stunning Quicksilver the second time, smash the cracked block crate and assemble a Speed Boost Ramp from its remains. The ramp sends your hero to the top walkway. Go to the end of the walkway for a Minikit.

CHARACTER TOKEN: HULK-KILLER >>>

Before you build the Shield Deflect Pad and take down the Scarlet Witch, fly into the room she vacated and use the S.H.I.E.L.D. Access Terminal twice (the second time as a HYDRA agent) to drop a HYDRA emblem from the ceiling. Attack the emblem to get this Character Token.



> THE COLLECTOR

The Collector tucked himself into an alcove near a rack of missiles on the left side of the level. He's looking to add a sample of Vibranium to his collection. Target the silver LEGO doorway behind the spot where the twins appeared at the start of the level. The Vibranium is inside the door.

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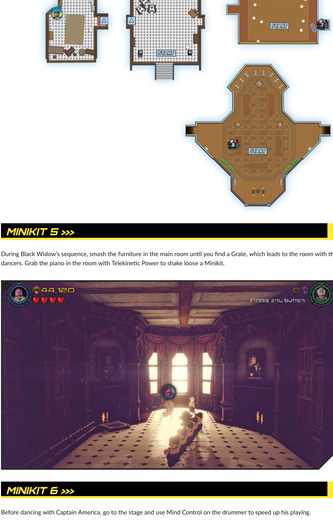
LEGO MARVEL AVENGERS

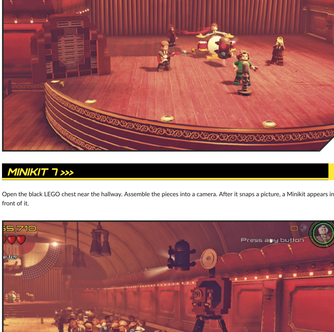
Level 12 | Free Play

Anger Management: B



MINIKIT 5 >>>

During Black Widow's sequence, smash the furniture in the main room until you find a Grate, which leads to the room with the dancers. Grab the piano in the room with Telekinetic Power to shake loose a Minikit.

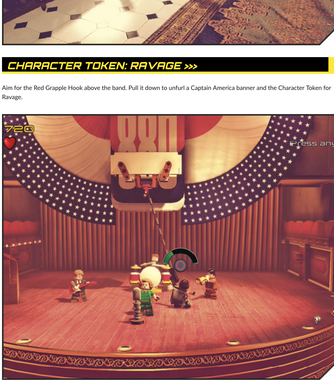


MINIKIT 6 >>>

Before dancing with Captain America, go to the stage and use Mind Control on the drummer to speed up his playing.

MINIKIT 7 >>>

Open the black LEGO chest near the hallway. Assemble the pieces into a camera. After it snaps a picture, a Minikit appears in front of it.



MINIKIT 8 >>>

In Thor's sequence, do not move toward Heimdall until you smash the table to the left near the start point that has a cracked block floor tile under it. Use a Strong character to break the tile and get a Minikit.

CHARACTER TOKEN: COUNT NEFARIA >>>

During Black Widow's sequence, do not destroy the targets but do charge the Electricity Panel. Go through the opened door and look for a flower pot susceptible to Telekinetic Power. Freeze the water that comes out of the pot. To leave the room, use the Technology Panel near the doorway.

CHARACTER TOKEN: RAVAGE >>>

Aim for the Red Grapple Hook above the band. Pull it down to unfurl a Captain America banner and the Character Token for Ravage.

STAN LEE IN PERIL >>>

Stan Lee is trapped under a large speaker near the stage in Agent Carter's sequence. Use the Green Strength Handles to pull the speaker off of him.

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Level 12 | Free Play

Anger Management: C

MINIKIT 9 >>>

There's a traffic light built from silver LEGO bricks that yields a Minikit.

MINIKIT 10 >>>

Select Veronica's Warn Citizen ability and target three civilian groups in the first area and three groups in the second to get a Minikit.

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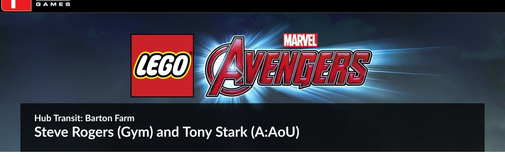


Hub Transit: Barton Farm

Steve Rogers (Gym) and Tony Stark (A:AoU)

Legend

Directive

SPLIT FIREWOOD >>>

Follow the ghost studs to a tree (1) with a tire hanging off one of its branches. Tag to Steve Rogers and use the Twirl Poles to land on the branch.

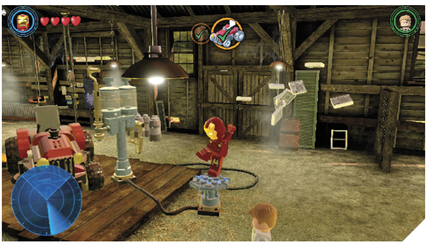
Walk up the branch to where the ropes holding the tire come together. A swift kick knocks the tire free and sends it into a nearby shed. Hop off the tree and pick up the axe from inside the shed.

Move to the circle in front of the tree stump (2) near the house's front door. Button prompts come from the left or right and move toward the circle in the middle of the screen. Press the indicated button when it is in the center of the circle. After successfully splitting enough wood, Mrs. Barton has a new task.

FIX AND FUEL THE TRACTOR >>>

Tag to Tony Stark and go to the barn door (2). Scan the area to bring up the door's lock. Summon one of the Iron Man suits that has missiles and target the lock.

Approach the tractor and begin the repairs on it. Attack the objects inside the barn and complete the tractor repairs. Blast open the crate bound with silver LEGO bands and build a fuel pump from the bricks inside it. Jump on the pump's valve to fuel the tractor and complete Mrs. Barton's tasks.



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Level 13 | Story Mode

Korea Prospects

True Avenger Requirement

- 140,000

Story Mode Characters Unlocked

Quicksilver

Scarlet Witch

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LEGO MARVEL AVENGERS

Level 13 | Story Mode

Captain America (A:AoU) and Black Widow

KEEP THE GEM FROM ULTRON >>>

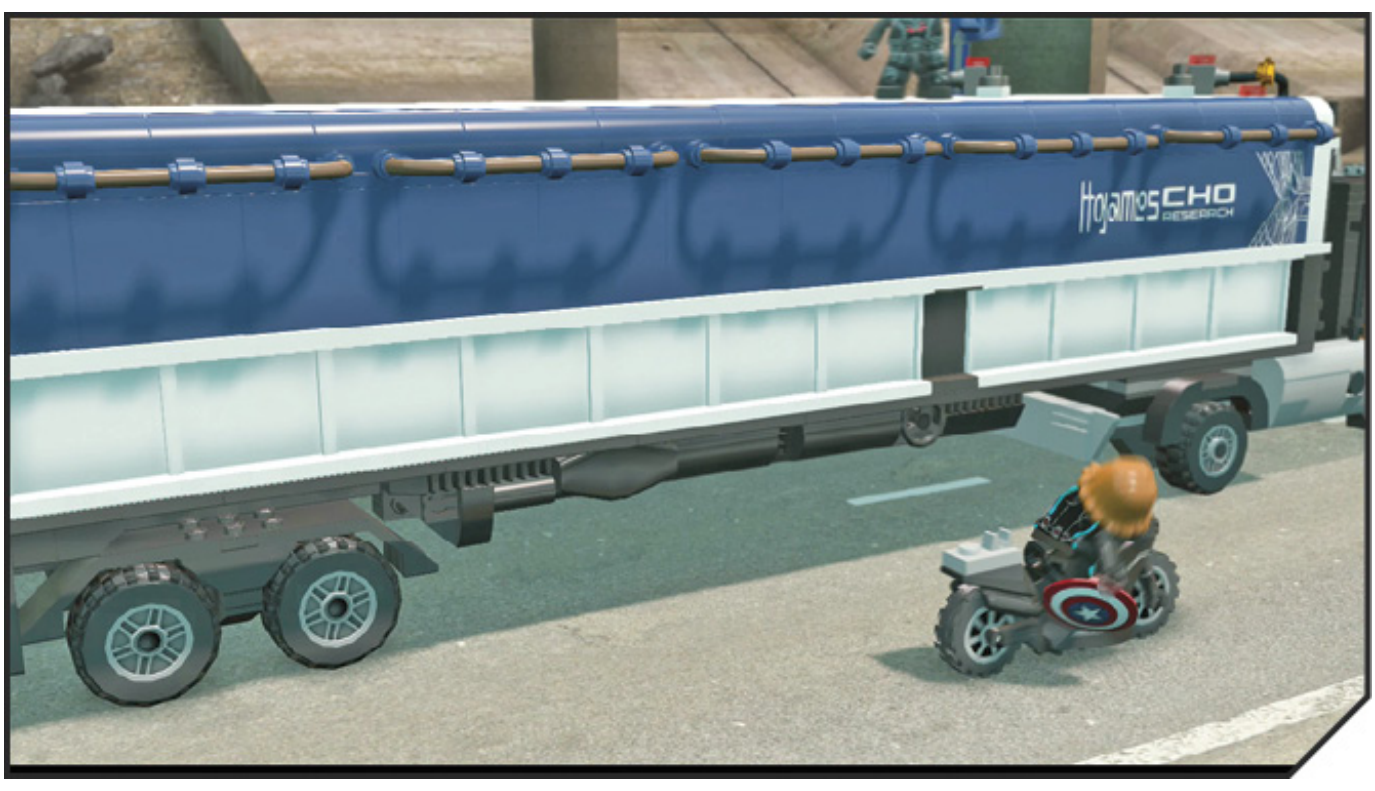
Captain America battles Ultron Sentries atop a trailer while Black Widow follows behind on a motorcycle. Note the handholds around the trailer. These may come in handy if Captain America slips off the side of the trailer.

> MINIKIT: INSIDE THE TRAILER

Move Captain America near the back of the trailer and drop down to grab the hanging bar. Drop from the hanging bar to the trailer gate, then walk up to the Minikit inside the trailer.

The initial wave of Ultron Sentries battle Captain America on top of the trailer. Reinforcements swoop in and strafe the trailer before landing to join the fight. Ultron Prime attacks after the Ultron Sentries go down.

Black Widow moves alongside the trailer to return Captain America's shield to him. There are two more waves of Ultron Sentries to face, and two more rounds against Ultron Prime, including one where you must tap the buttons that flash over Captain America's head to win.



After you defeat Ultron and his forces, a car flips over the semi's cab and lands in pieces. Assemble the bricks left behind into a communication relay. Use the S.H.I.E.L.D. Access Terminal to summon help.

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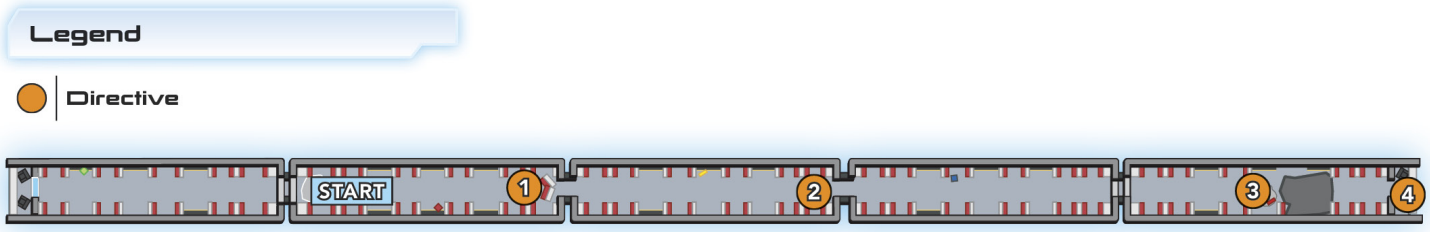
LEGO MARVEL AVENGERS

Level 13 | Story Mode

Captain America (A:AoU), Quicksilver, and Scarlet Witch



STOP THE TRAIN >>>

Quicksilver focuses on civilians at first, leaving only Captain America and Scarlet Witch available for use. Move toward the front of the train and fend off Ultron's forces. Tag to Scarlet Witch to clear the debris that blocks the door to the second car (1).

> SCARLET WITCH AND LUGGAGE

Scarlet Witch can manipulate pieces of luggage left behind by passengers to get a collectible. Unfortunately, only four are available in Story Mode. You need to return during Free Play for the fifth.

The roof of the second car collapses and a fire breaks out in front of the debris. Tag to Captain America to extinguish the fire (2), then to Scarlet Witch to clear the debris.

The third car is relatively free of trouble, but Ultron's forces fly into the fourth car and destroy large portions of the floor. Assemble a plank over the gap in the floor (3) from the debris in the car.

Send Captain America over the plank first, so he can extinguish the fire raging outside the train's engine room. Tag to Scarlet Witch and go to the engine room (4). Put her powers to work in stopping the train.

SALVAGE VEHICLE PARTS >>>

Quicksilver is now available to use. Spend a few minutes clearing out Ultron's clones and destroying everything on the streets.

Return to the crashed train and break the car and trailer next to the train. Tag to Scarlet Witch. Move her atop the rubble near the person inside the train car (5). Use her powers to control the person to pull the lever inside the train and open the broken doors. Assemble the bricks into the first part of the communications array.

> *MINIKIT: TRAIN ON FIRE*

Tag to Captain America and put out the fires inside the train. Assemble the leftover bricks into a Minikit.

A nearby explosion flips a car (6) into one of the side streets. Tag to Scarlet Witch and tear apart the car. Assemble the parts left behind and they become the second portion of the communications array.

Destroy the remaining portion of the car and turn the bricks it leaves behind into a Shield Switch. Hit the switch to open the large door next to it (7).

Legend

	Directive
	Minikit
	Stan Lee in Peril

> *MINIKIT: BEHIND THE CRATES*

Go into the storage area behind the large door opened with the Shield Switch and smash the crate at the back of the storage area to reveal a Minikit.

Smash the crates that tumble into the street and assemble the bricks into a Speed Boost Ramp. Tag to Quicksilver, move him atop the ramp, and launch up to the rooftop.

Follow the rooftops back around to the train car. Attack the downed telephone pole (8). Assemble the bricks into a ladder that drops down to the street below.

Stan Lee in Peril

Send Captain America up the ladder across the phone line to the roof. Extinguish the fires in the back corner to keep Stan Lee from fiery confinement.

Tag to Scarlet Witch and ascend the ladder. Jump to the telephone wire and crawl upwards to the nearby rooftop. Toss the air conditioning unit (9) from the rooftop down to the street.

Assemble the bricks left behind into the final piece of the communications array. Tag to Captain America and use the array to contact the Avengers.

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Level 13 | Free Play

Korea Prospects: A

MINIKIT 1 >>>

Move near the back of the trailer and drop down to grab the hanging bar. Drop from the hanging bar to the trailer gate, then walk up to the Minikit inside the trailer.

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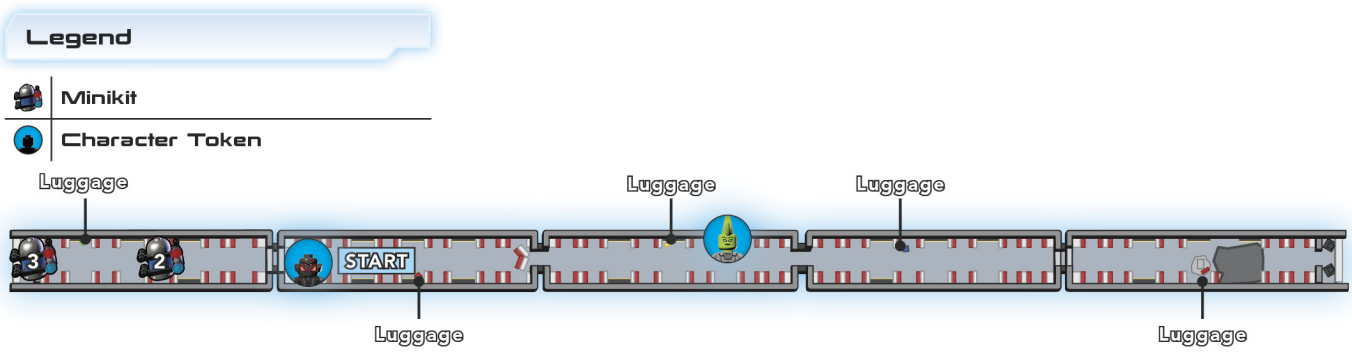
LEGO MARVEL AVENGERS

Level 13 | Free Play

Korea Prospects: B



MINIKIT 2 >>>

Blow up the silver LEGO bricks behind the start point and assemble a Speed Boost Ramp from the remnants. Use the ramp to crash into the rear car and pick up a Minikit.

MINIKIT 3 >>>

After breaking into the rear car, continue to the back and shatter the blue LEGO window.

MINIKIT 4 >>>

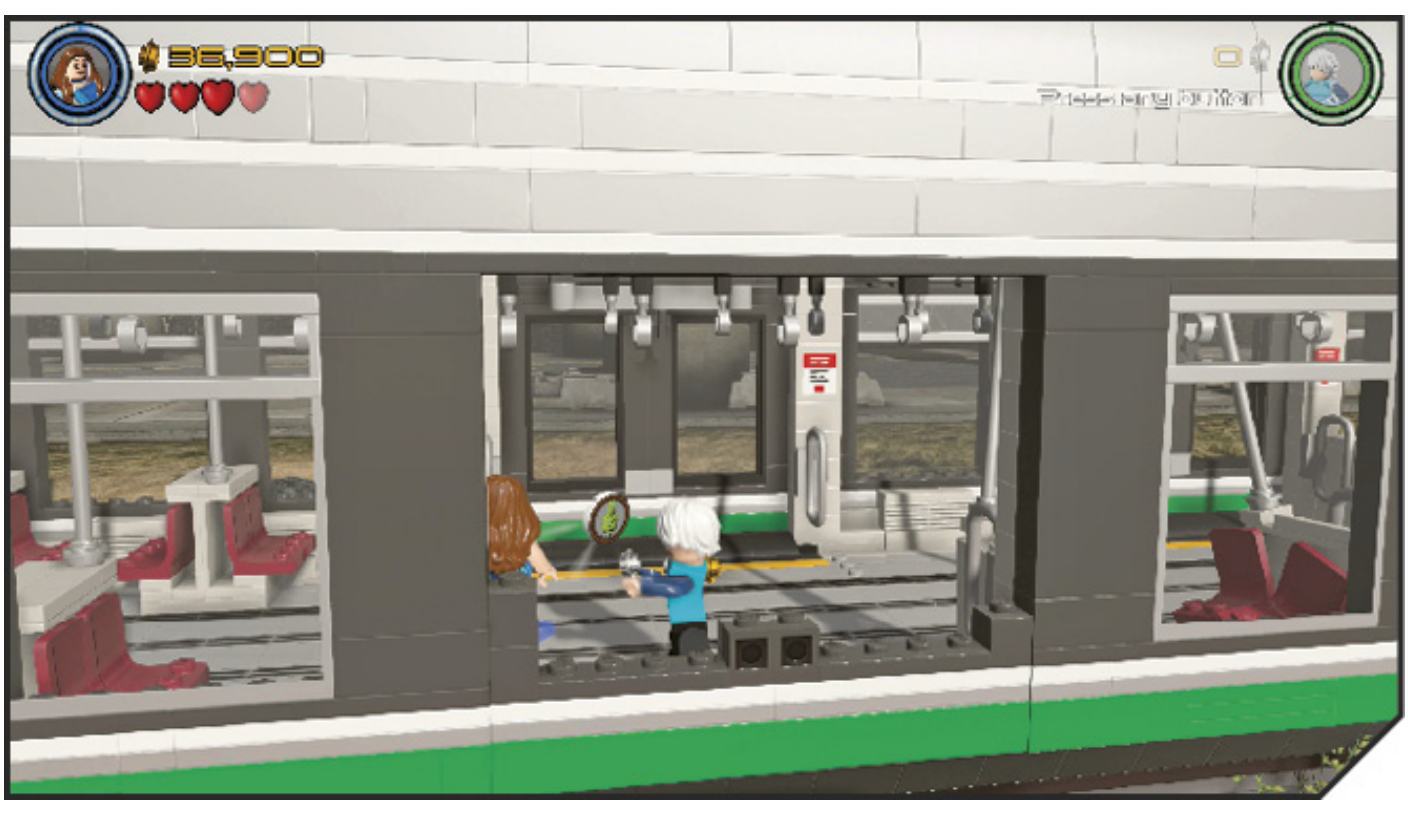
Use Telekinetic Power on five pieces of luggage left behind by the passengers saved by Quicksilver.

CHARACTER TOKEN: ULTRON PRIME >>>

Blow up the silver LEGO bricks behind the start point. The Character Token for Ultron Prime is in the rubble.

CHARACTER TOKEN: KOMODO >>>

After Ultron's forces blast away the side of a train car, scan the destroyed side of the car to reveal a pile of luggage. Attack the luggage to get to the Character Token inside.



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LEGO MARVEL AVENGERS

Level 13 | Free Play

Korea Prospects: C

MINIKIT 5 >>>

Put out the fires inside the train, which can't be done until after using Mind Control to open the doors. Assemble the leftover bricks into a Minikit.

MINIKIT 6 >>>

Go into the storage area behind the large door opened with the Shield Switch and smash all the crates to reveal a Minikit.

MINIKIT 7 >>>

Fly up to the ledge over the train car with a cracked brick wall. Break through the wall and use the bricks behind it to build a Grate. Go through the Grate to reach the Minikit visible in the window above.

MINIKIT 8 >>>

Fly up to the ledge above the burger cart.

MINIKIT 9 >>>

After reaching the roof with the air conditing unit, fly through the window Ultron's forces flew out from. Clear out the room's contents to uncover a Minikit.

MINIKIT 10 >>>

Bounce on the blue and white awning near the train car to shake out the bricks needed to build an Electricity Panel. Charge the panel to open the striped door under the awning. Repair the tuk tuk that rolls into the street and drive it over the studs and the three grates that appear.

THE MANDARIN (CLASSIC) >>>

Scan the area between the red car and the red trash bin. Blast the gold LEGO lock that appears with a heat beam to open the lid on the bin.

STAN LEE IN PERIL

Go up the ladder across the phone line to the roof. Extinguish the fires in the back corner to keep Stan Lee from fiery confinement.

THE COLLECTOR >>>

A pungent aroma has drawn The Collector to a street corner not far from this level's start point. He's looking for a particular fish that's available from the burger cart across the street from his location.

Scan the burger cart to reveal the fish's location. Bounce atop the cart to knock the fish into the pile of dirt on the street. Dig up the fish from the dirt and hand it over for your reward.

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Hub Transit: Avengers Tower

Quicksilver and Scarlet Witch

GO TO THE QUINJET >>>

The only objective you need to complete here is leading the twins to the Quinjet on the roof of Avengers Tower. Ride the elevator near Bruce Banner to reach the roof. However, if you're not in a hurry you can explore the area (it's the loft where the party took place earlier) and add to your balance of studs.

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LEGO MARVEL AVENGERS

Level 14 | Story Mode

Rise of Ultron

True Avenger Requirement

- 120,000

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Level 14 | Story Mode

Hulk (A:AoU) and Black Widow (A:AoU)

GET PAST THE FIRST TRAIN CAR >>>

The Hulk's strength allows him to dig his fingers into the rock and move in every direction. Most of the time that direction should be up, but there are some detours along the way.

At the start of this level, Black Widow hitches a ride on Hulk's back. If she hops off and needs to jump back on, move close to Hulk and press the indicated button.

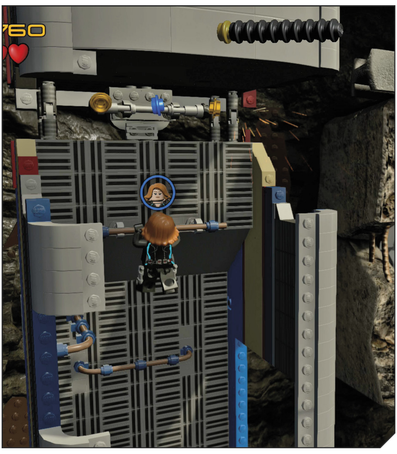
> MINIKIT: BEHIND THE CONCRETE

Go straight up from the starting point. There's a Minikit behind the concrete with the exposed rebar.

Watch out for the large rock that tumbles out of the cracked drainage pipe (1). Avoid that hazard and slide over to the ledge with the dangling train car (2).

The train car has a cracked side, which Hulk can smash after picking up a chunk of rock from the ground. Tag to Black Widow and use the hanging bar on the side of the train to get inside.

Assemble the bricks inside the car to build additional hanging bars. Jump upward from bar to bar to reach a lever (3) that releases the car from the rest of the train.



> CHARACTER TOKEN:

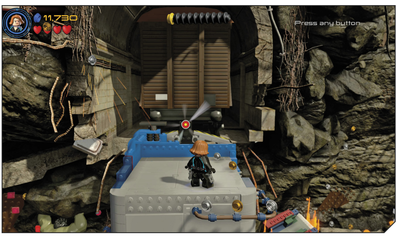
Klaue Henchman

Look behind the gray car on the ledge past the train cars. Smash the car to make the search easier.

> KLAUE HENCHMAN

Look behind the gray car on the ledge past the train cars. Smash the car to make the search easier.

FINAL STRETCH TO THE UPPER PEAK >>>



Put Black Widow back on the Hulk's back and resume the upward climb. Watch for a target at the end of the next train car (4). Tag to Black Widow, but keep her on the Hulk's back. Shoot the target to open a door and reveal a hanging bar.

Use the hanging bars to move around, then atop the dangling train car. Step off the train car, then shoot out the target above the car to clear a path for the Hulk.

As the Hulk, clear out the fires and debris from the ledge. Jump up to grab the rock face and climb upward. Tag to Black Widow and shoot out the targets (5) above the flames.

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Level 14 | Story Mode

Hawkeye (A:AoU) and Scarlet Witch

NAVIGATE SOKOVIA'S STREETS >>>

Hawkeye and Scarlet Witch must work together to reach the drill site while battling hordes of Ultron Sentries. Move Scarlet Witch toward the truck parked in front of the large window (6). She reassembles the truck under a nearby line of studs. Bounce on the vehicle to collect the studs.

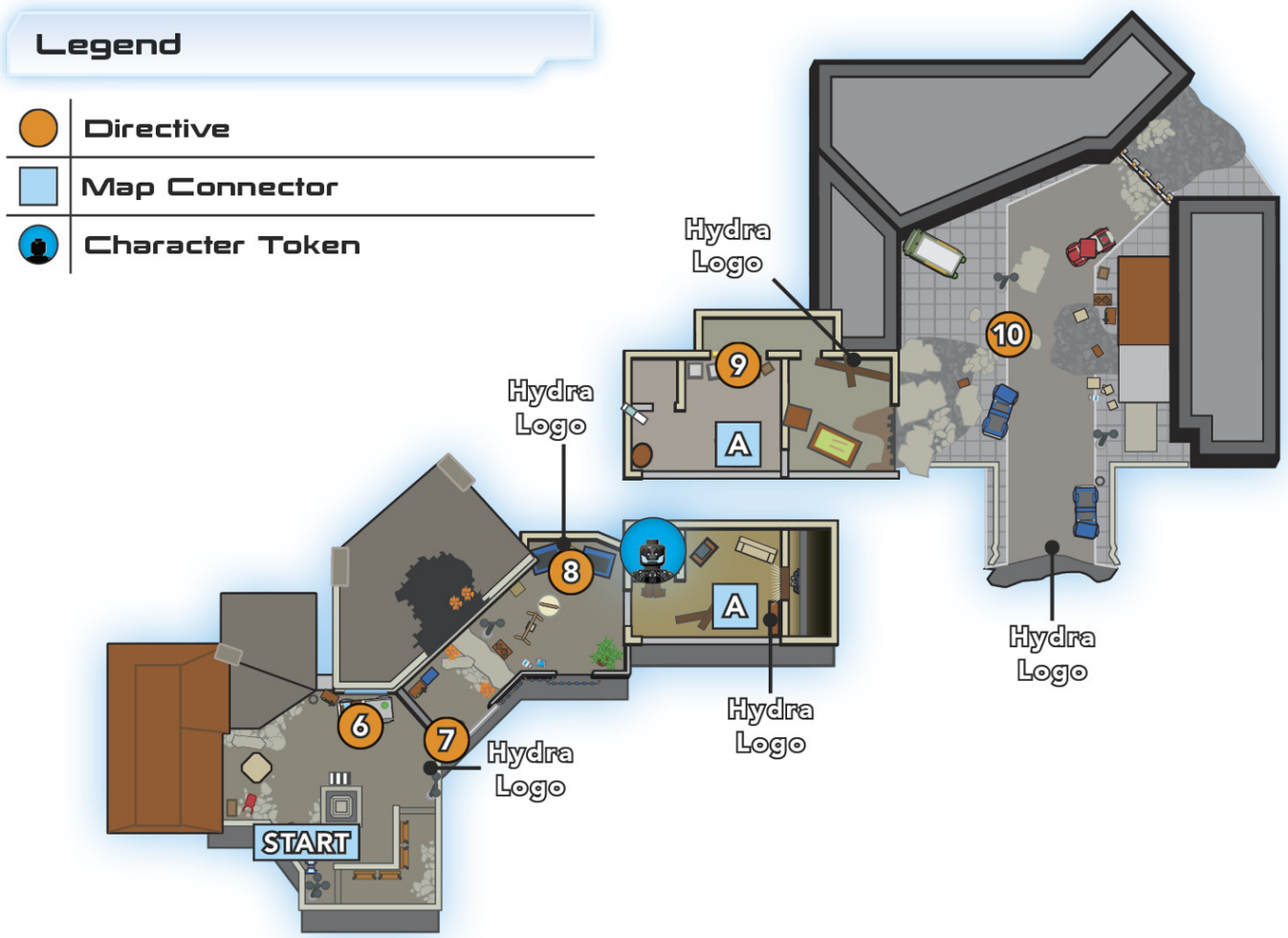
> MINIKIT: TAG THE GRAFITTI

There are five HYDRA logos found throughout this portion of Sokovia. Use Scarlet Witch to spray paint a S.H.I.E.L.D. logo over them to get a Minikit.

Fire Hawkeye's Sonar Arrow at the window made up of blue bricks. Assemble the bricks that spill out from behind the window into a giant jackhammer that Scarlet Witch can use to start breaking down the nearby concrete wall (7).

Finish off the wall with Explosive Arrows from Hawkeye. Use the hanging bars to move around the piles of debris blocking the road. Attack the dumpsters beyond the playground equipment (8).

GET THROUGH AN APARTMENT BUILDING >>>

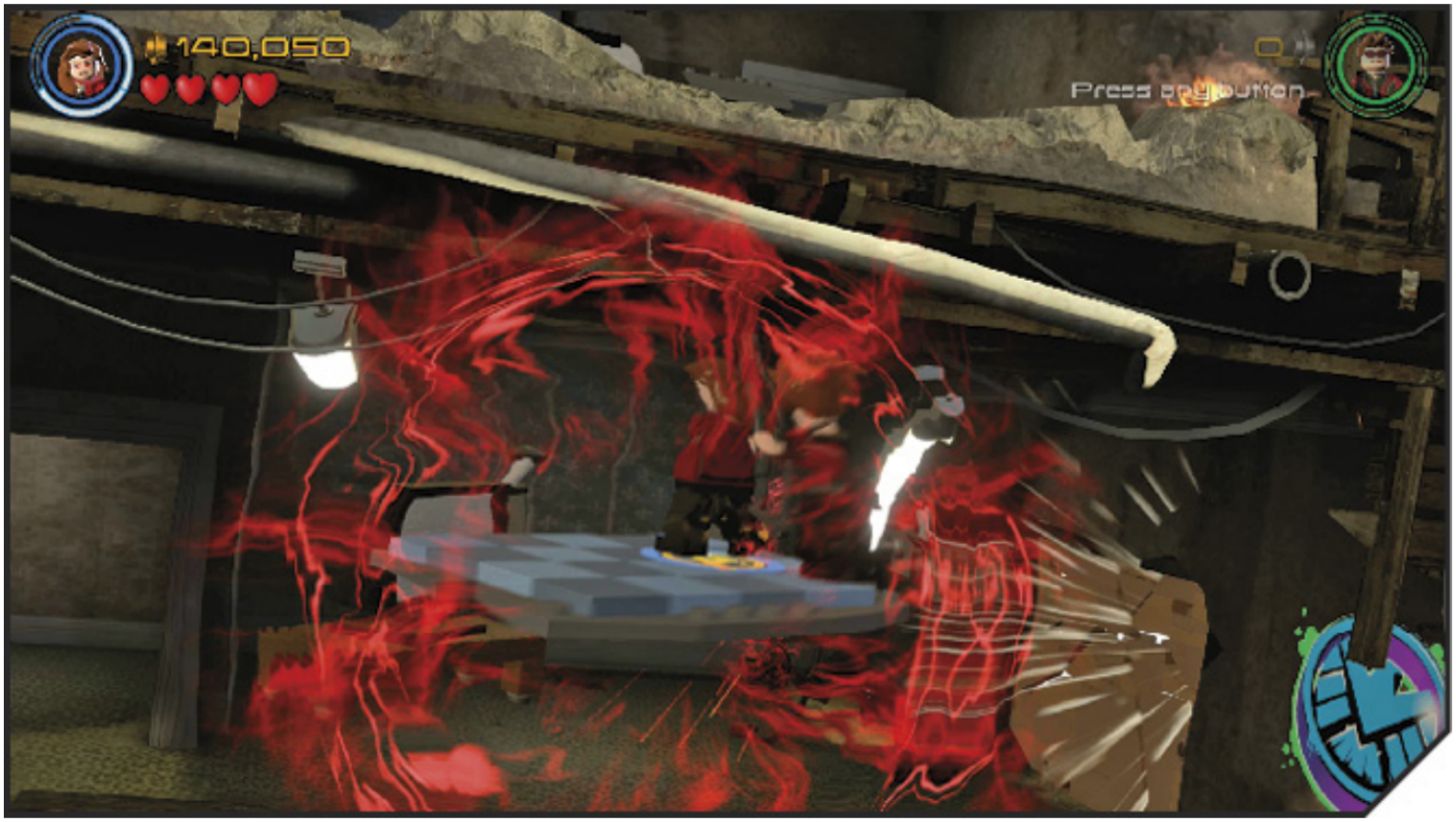


The bricks from inside the dumpsters become a long plank. Use Telekinesis to attach it to the upper floor of the building. Jump up to grab the rope and start swinging back and forth. When your hero has enough momentum, release the rope and land on the second floor of the building.

> *CHARACTER TOKEN: ULTRON SENTRY*

Knock down the door near the television set to reveal the Character Token for Ultron Sentry.

Move Scarlet Witch atop the checkered floor panel and use her powers to move it up to the next floor. Clear the debris from in front of the wall of gold bricks (9).



Target the bricks with a Thermo Arrow from Hawkeye. Go through the door to reach the next room. Quicksilver is in the street below (10), fighting against Ultron Sentries. You must defeat an initial wave of Ultron Sentries, then a second wave that comes with a countdown showing the number you must defeat.

> *QUICKSILVER LENDS A HAND*

Quicksilver assists his sister and Hawkeye in the fights, but you can't assume control of him until after you clear the initial wave of Ultron Sentries and get the countdown at the top-center of the screen.

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Level 14 | Story Mode

Thor (A:AoU) and Captain America (A:AoU)

GET PAST THE TRAIN >>>

Put out the fires with Captain America's shield. The hovering Ultron ship (X) complicates this task by pelting the area with energy blasts. There's nothing you can do against the ship yet, so work quickly and deflect as many incoming shots with Captain America's shield as possible.

Extinguishing the fires reveals the bricks needed to build an Electicity Panel. Assemble it, then tag to Thor and power up the panel. The electrical discharge catches the hovering ship, ending its threat.

> MINIKIT: UNDER FIRE AND RUBBLE

Backtrack to the starting point and extinguish the flames there. Smash the exposed cracked brick with Thor's hammer.

GET TO THE BRIDGE >>>

Attack the cars and street vendor's cart (X) on the other side of the train cars. Assemble the bricks left behind into a Shield Switch on the cement mixer.

Hit the switch with Captain America's shield to fill the ditch with concrete. Stay in control of Captain America and put out the fires burning on the semi truck and trailer (X). With the fires out, tag to Thor and smash the cracked brick front of the trailer.

Go through the trailer and fight through the Ultron Sentries to reach the Avengers Initiative Pad (X). After it becomes a Shield Smash Pad, Thor and Captain America team up to clear a gap in the wrecked cars.

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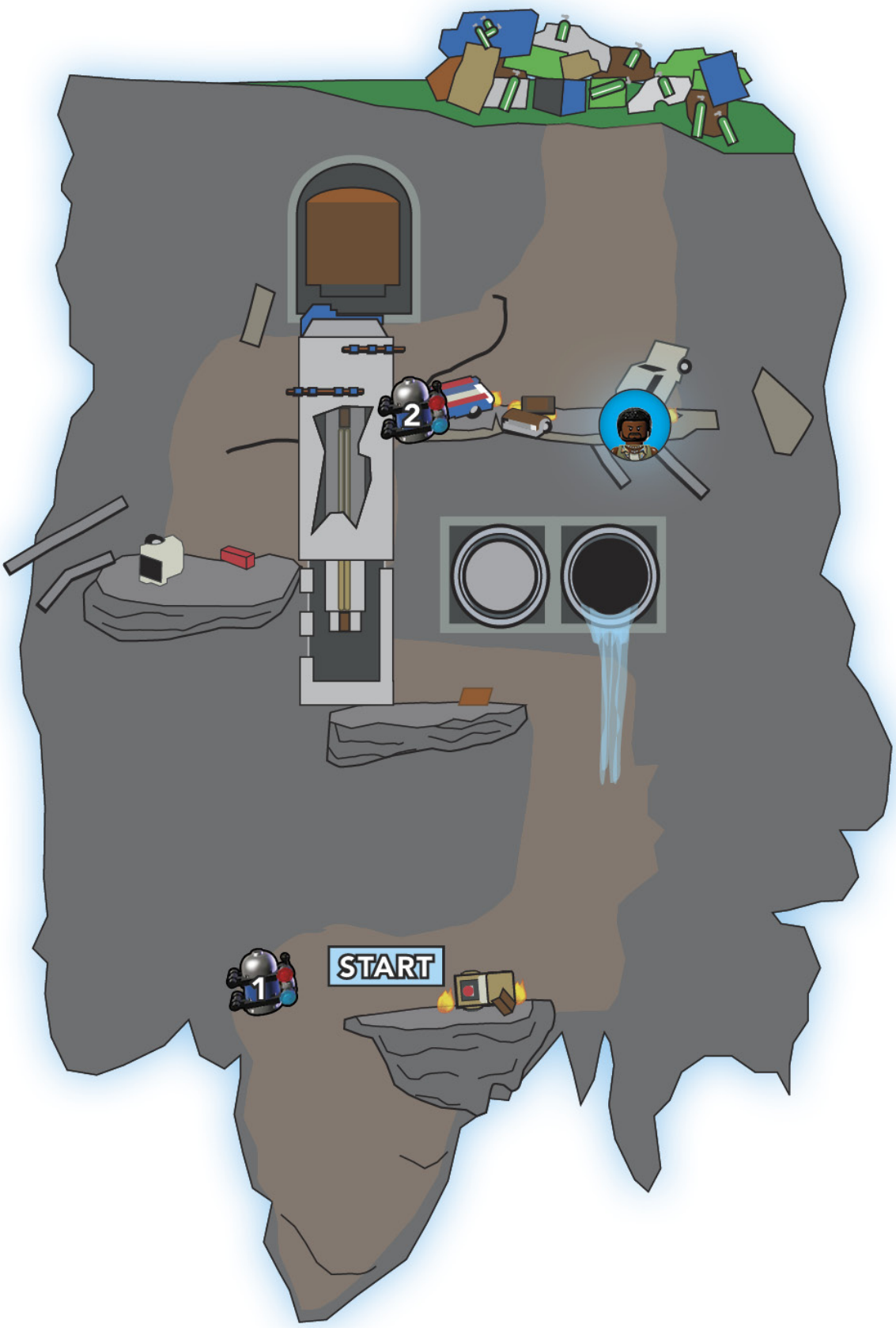
Level 14 | Free Play

Rise of Ultron: A



MINIKIT 1 >>>

Go straight up from the starting point. There's a Minikit behind the concrete with the exposed rebar.

MINIKIT 2 >>>

Jump over the train and use a detective sense spot. Shoot the target it reveals to gain a Minikit.

CHARACTER TOKEN: KLAUE HENCHMAN >>>

Look behind the gray car on the ledge past the train cars. Smash the car to make the search easier.

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Level 14 | Free Play

Rise of Ultron: B

MINIKIT 3 >>>

There are five HYDRA logos found throughout this portion of Sokovia. Use Telekinetic Power to spray paint a S.H.I.E.L.D. logo over them to get a Minikit.

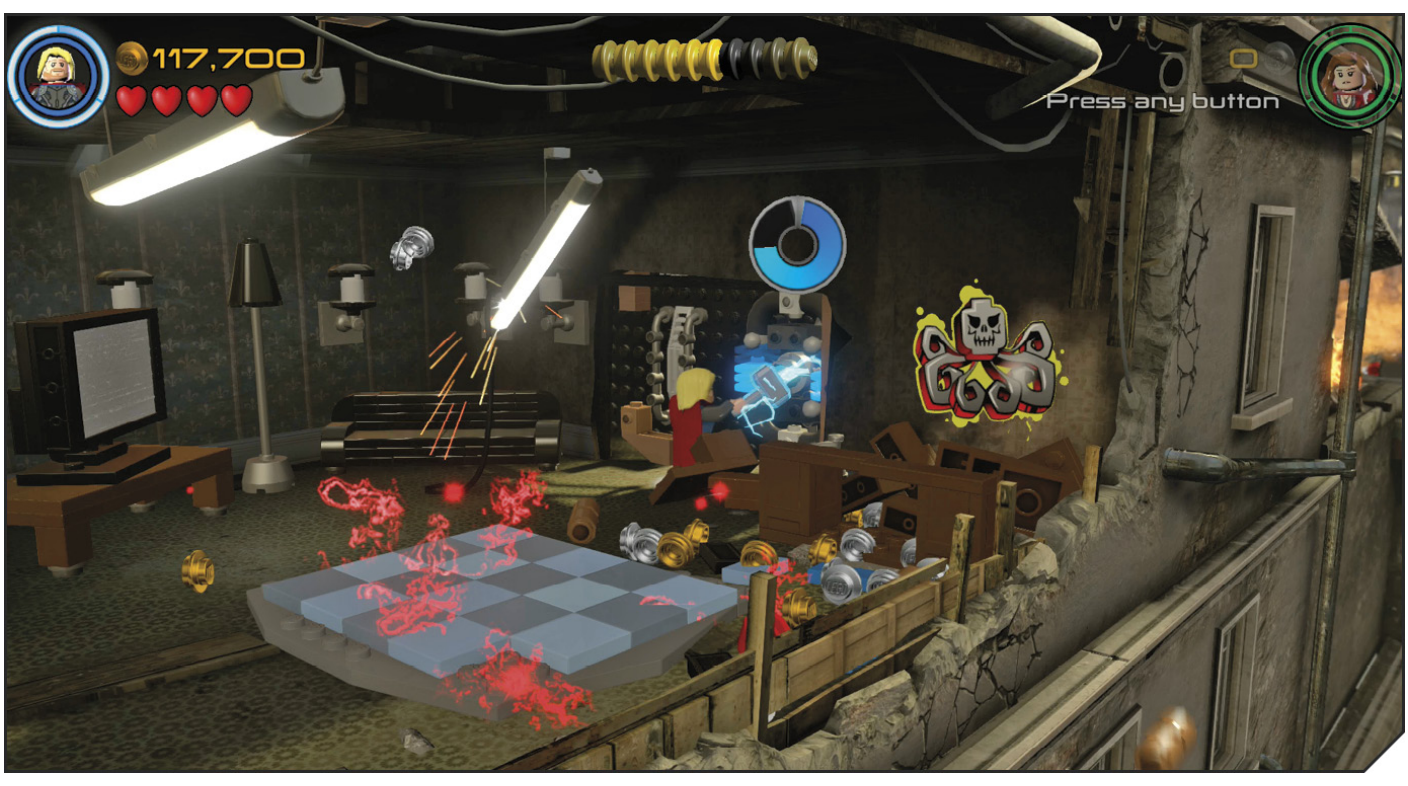
MINIKIT 4 >>>

Scan the statue at the start point to reveal a silver LEGO sword and gold LEGO shield. Destroy both objects to crack open the statue.

MINIKIT 5 >>>

Destroy the vendor cart next to the statue (it's built from silver LEGO bricks) and assemble the remaining bricks into a Speed Boost Ramp. The trip off the ramp shakes loose a Minikit that falls into the plaza.

MINIKIT 6 >>>



Break through the cracked brick wall near the television, then charge the Electricity Panel behind it. A surge of electricity goes through the room's wiring to the television, which explodes and leaves behind a Minikit.

MINIKIT 7 >>>

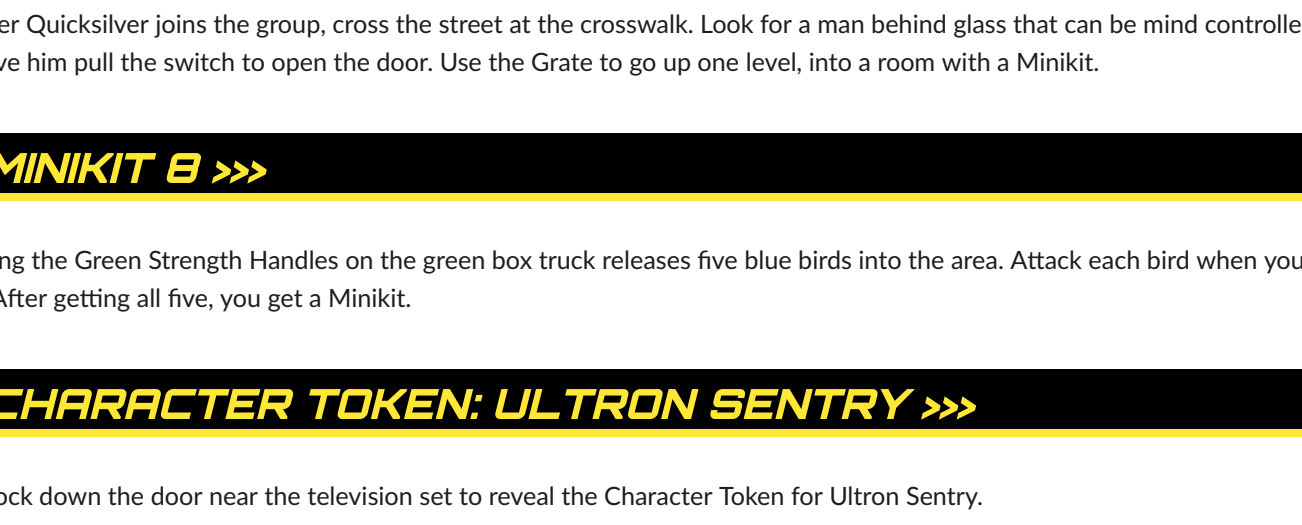
After Quicksilver joins the group, cross the street at the crosswalk. Look for a man behind glass that can be mind controlled. Have him pull the switch to open the door. Use the Grate to go up one level, into a room with a Minikit.

MINIKIT 8 >>>

Using the Green Strength Handles on the green box truck releases five blue birds into the area. Attack each bird when you find it. After getting all five, you get a Minikit.

CHARACTER TOKEN: ULTRON SENTRY >>>

Knock down the door near the television set to reveal the Character Token for Ultron Sentry.



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Level 14 | Free Play

Rise of Ultron: C

Legend

- Minikit
- Character Token
- Stan Lee in Peril
- The Collector
- Red Brick = Item for The Collector

MINIKIT 9 >>>

Backtrack to the starting point and extinguish the flames there. Smash the exposed cracked brick to get a Minikit.

MINIKIT 10 >>>

Scan the delivery truck beyond the Avengers Initiative Pad to reveal a block of gold LEGO bricks. Melt the bricks with a heat-based attack. Use Telekinetic Power to pull out the boxes inside, then assemble a Minikit from what's inside the boxes.

CHARACTER TOKEN: THUNDERSTRIKE >>>

Scan the end train car (the end not far from The Collector) to reveal a Red Grapple Hook. Pull the hook to open the door and clear the way to Thunderstrike's Character Token.

STAN LEE IN PERIL >>>

Stan Lee is in the end train car, behind a blue LEGO window. Shatter the blue LEGO glass with Hawkeye's Sonar Arrows to set him free.

> THE COLLECTOR

Use detective sense to reveal some Green Strength Handles. Now use the Green Strength Handles on the vehicle next to The Collector, who's close to the area's start point. Assemble a Speed Boost Ramp from the bricks that spill out from behind the doors. Use the Speed Boost Ramp to pull down the flag that's hanging nearby. Hand it over to The Collector for your reward.

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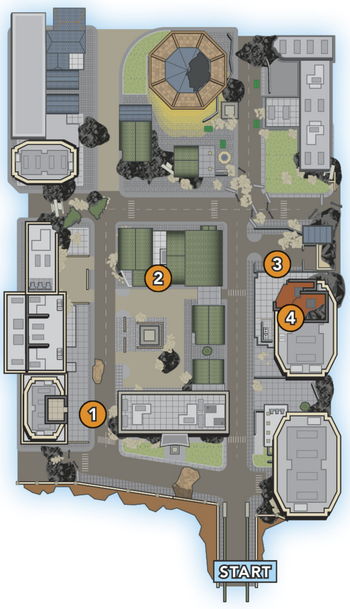
LEGO MARVEL AVENGERS

Hub Transit: Sokovia

Black Widow (A:AoU), Captain America (A:AoU), and Quicksilver



Legend

● Directive

RESCUE THE CITIZENS >>>

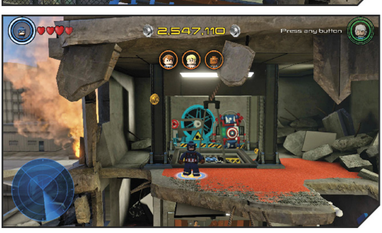
No matter where you go, Ultron Sentries harrass your heroes constantly. The first group that needs to be saved are trapped in a building near a burning car (1). Extinguish the fire, clear the debris, and attack the car to get the bricks you need to build a Speed Boost Ramp.

Quicksilver uses the ramp to smash the debris blocking the building's door. Build a switch on the side of the building that opens the door, then pull it down to free the civilians.

The next group of civilians are on a rooftop (2) in the town square, meanced by Ultron's forces. Smash the vendor cars around the fountain to obtain the bricks necessary to build a Speed Boost Ramp.

Quicksilver's run up to the roof knocks a satellite dish to the ground. Use the bricks to assemble a Shield Deflect Pad and take out the hovering ships with their own blasts. Build a safe landing spot for the civilians from the wreckage of the ship.

The final group of civilians are trapped in an elevator near a grip wall (3). Run around the corner to a vendor cart (4). Send Captain America up the hanging bars to get up to the roof of the building. Use the grip walls to get up to the next floor and use the Shield Switch to free the civilians.



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Level 15 | Story Mode

Ultron Undone

True Avenger Requirement

- 260,000

Story Mode Characters Unlocked

- Iron Man (MK45)
- Vision
- War Machine
- Ultimate Ultron

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Level 15 | Story Mode

Iron Man (MK45) and War Machine

GUIDE THE LIFEBOATS TO SAFETY >>>

Choosing between Iron Man and War Machine is strictly a matter of preference for this mission. Both heroes are capable of fending off Ultron's forces and guiding the rescue ships to safe landings.

> MINIKIT: IN THE AIR

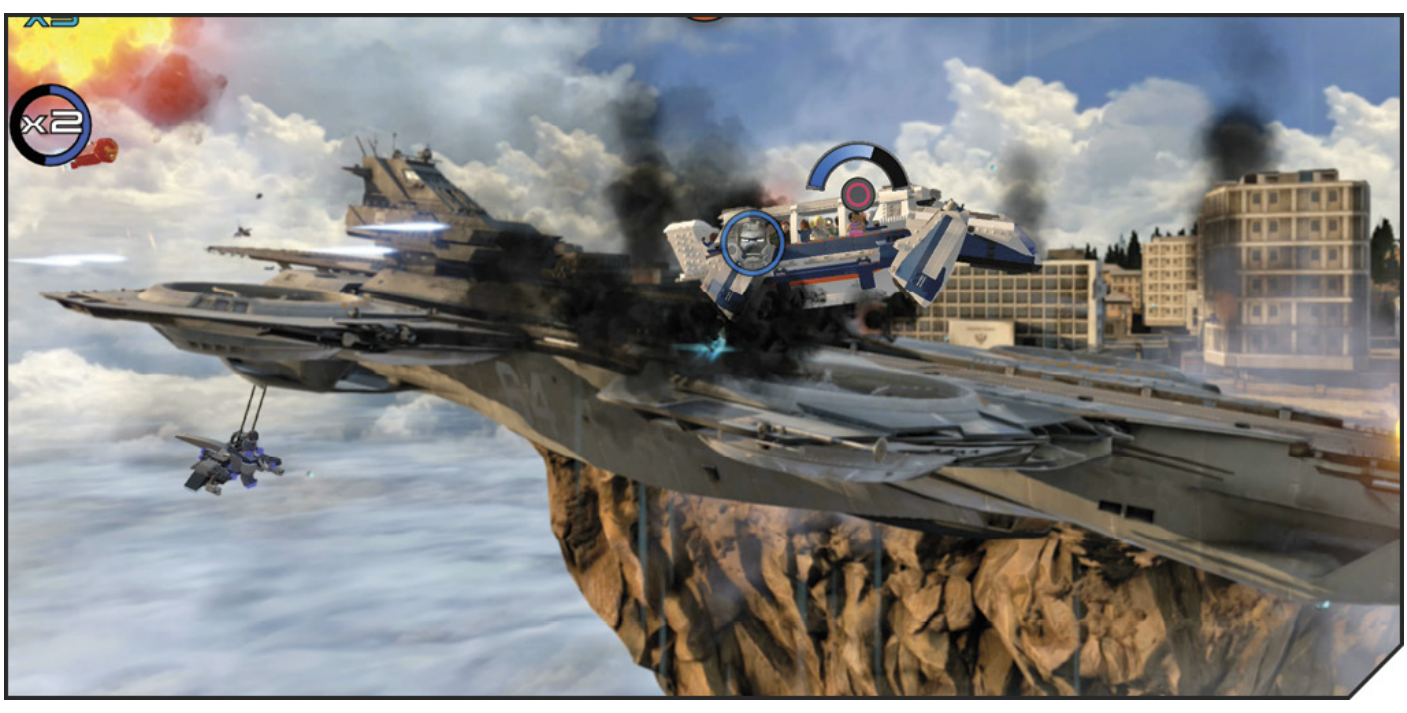
Look for the Minikit surrounded by floating studs in the air around the Helicarrier.

> MINIKIT: SHOOT THE GOLD SENTRY SHIPS

There are Sentry ships made from gold LEGO bricks flying around the Helicarrier. Shoot each of the three to get a Minikit.

Fly around the Helicarrier while blasting Ultron's forces and picking up any floating studs and power-ups. When you spot a lifeboat heading for the Helicarrier, move in close and tap the button that flashes overhead.

There are three waves of rescue ships. The first wave has a single ship, while the second and third waves each have a pair of ships to guide to safety.



> MINIKIT: HELD ALOFT BY BALLOONS

Watch for a silver LEGO canister held aloft by balloons. Shoot it down to claim another Minikit.

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Level 15 | Story Mode

Thor (A:AoU) and Vision

STRIKE WHEN ULTRON IS VULNERABLE >>>

Avoid Ultron's attacks while dispatching the Ultron Sentries. If Ultron pulls one of your heroes into the air, tap the button that appears on the screen to escape.

When Ultron sweeps the floor with a heat beam, press the Jump button to dodge. After the ceiling collapses and reveals a cracked brick (1), you gain more control over your heroes.

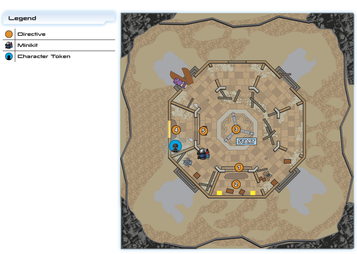
> CHARACTER TOKEN: ULTRON SENTRY OFFICER

In the alcove with the gold brick wall, heat the gold LEGO object shaped like a bell until it explodes and yields a Character Token.

Break through the cracked brick with Thor's hammer. Go into the cleared alcove and hit the two gold LEGO objects (2) with Vision's heat beam. A bell drops from above and encases Ultron.

> MINIKIT: CEILING ARCH

There's a Minikit floating in an arch up near the ceiling. Go up to claim it when your characters are able to fly.



Move Vision in close enough to Ultron's location (1) to use his Telekinetic Power to shake up Ultron. Ultron decides to attack directly, which also allows you to damage him.

After Ultron loses some of his health, he returns to hovering behind an energy field. Take out Ultron's minions and avoid his attacks until the building shakes, revealing a wall of gold LEGO bricks (2).

Send Vision into the alcove. Trace the outline in the wall. Assemble the bricks that fall out of the wall into an organ (3).

Lift the organ from the ground with Vision's Telekinetic Power, then tag to Thor. Blast the Electricity Panel to power up the organ. After Ultron flies through the organ, engage him again and deplete his health. When Ultron lifts Thor off the ground, tag to Vision, locate Thor's hammer, and grab it.

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Level 15 | Story Mode

Black Widow (A:AoU), Hawkeye (A:AoU), and Quicksilver

DEFEAT ULTRON SENTRIES >>>

Your first task is to fight Ultron Sentries until the first third of the gauge with Scarlet Witch's face in the center fills. When prompted, tag to Scarlet Witch who blasts nearby enemies and generates an Avengers Initiative Pad. Move Hawkeye atop the pad. He launches Quicksilver into the thick of the next battle (6) with a new duo of Avengers.

> MINIKIT: CAR'S TRUNK

Scan the area near the green car to reveal a Red Grapple Hook on its trunk. Open the trunk to reveal the Minikit.

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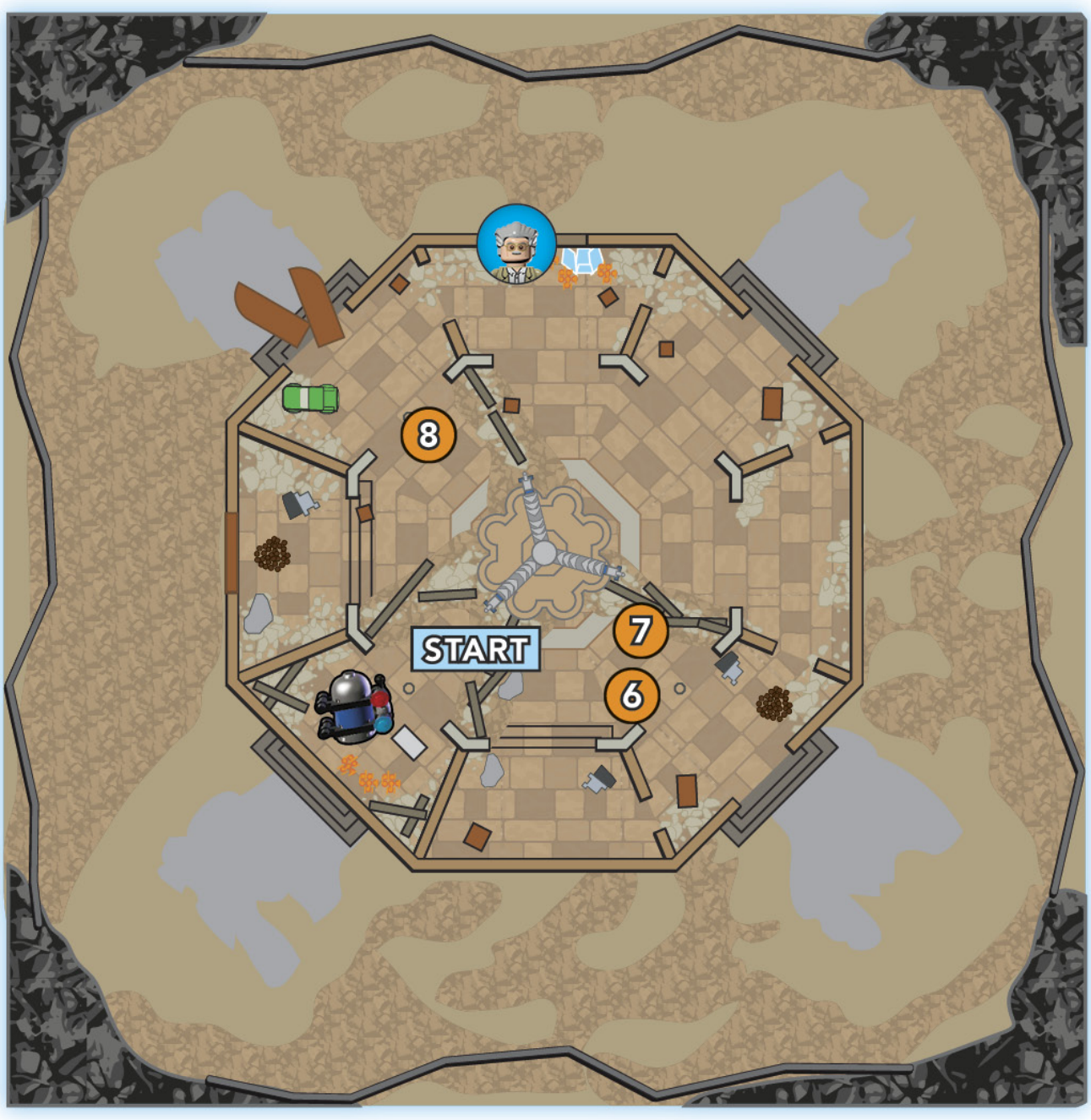
Level 15 | Story Mode

Iron Man (MK45), Quicksilver, and Thor (A:AoU)



Legend

	Directive
	Minikit
	Stan Lee in Peril

DEFEAT MORE ULTRON SENTRIES >>>

Continue the fight against Ultron's forces while keeping an eye on Scarlet Witch's gauge. When it fills, tag to her and blast the surrounding area. When the next Avengers Initiative Pad appears (7), set up Thor on the pad, then move close with Iron Man, who rockets through the area and brings the Avengers together (8).

> AN ASSEMBLY OF AVENGERS

After using the Avengers Initiative Pad with Iron Man and Thor, you can play as almost anyone used earlier in the level. Your heroes for the upcoming fights are Quicksilver, Iron Man, Thor, Hulk, Captain America, and Vision.

Continue to obliterate the Ultron Sentries while Scarlet Witch fills the final third of the gauge. It's not often you have this many Avengers together at once, so try out a few Team-Up moves (watch for the blue button prompt).

STAN LEE IN PERIL

Before destroying the final gun, go past it to a pile of crates in front of an elevator shaft. Attack the crates and then step inside the elevator.

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Level 15 | Story Mode

Iron Man (MK45), Thor (A:AoU), and Vision

FINISH OFF ULTRON >>>

After Scarlet Witch's gauge fills completely, Ultron and Vision face off against each other. Tap the button that flashes over Vision's head, which changes a few times so watch closely, to drive Ultron outside.

Iron Man, Thor, and Vision combine their powers against Ultron. Tap the button that flashes over Iron Man's head first, then the button that appears over Vision's head. Finally, tap the button that appears over Thor's head to end the battle.

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Level 15 | Free Play

Ultron Undone: A

MINIKIT 1 >>>

Look for the Minikit surrounded by floating studs in the air around the Helicarrier.

MINIKIT 2 >>>

There are three Sentry ships made from gold LEGO bricks flying around the Helicarrier. Shoot each of the three to get a Minikit.

MINIKIT 3 >>>

Watch for a silver LEGO canister held aloft by balloons. Shoot it down to claim another minikit.

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LEGO MARVEL AVENGERS

Level 15 | Free Play

Ultron Undone: B

Legend

- Minikit
- Character Token

MINIKIT 4 >>>

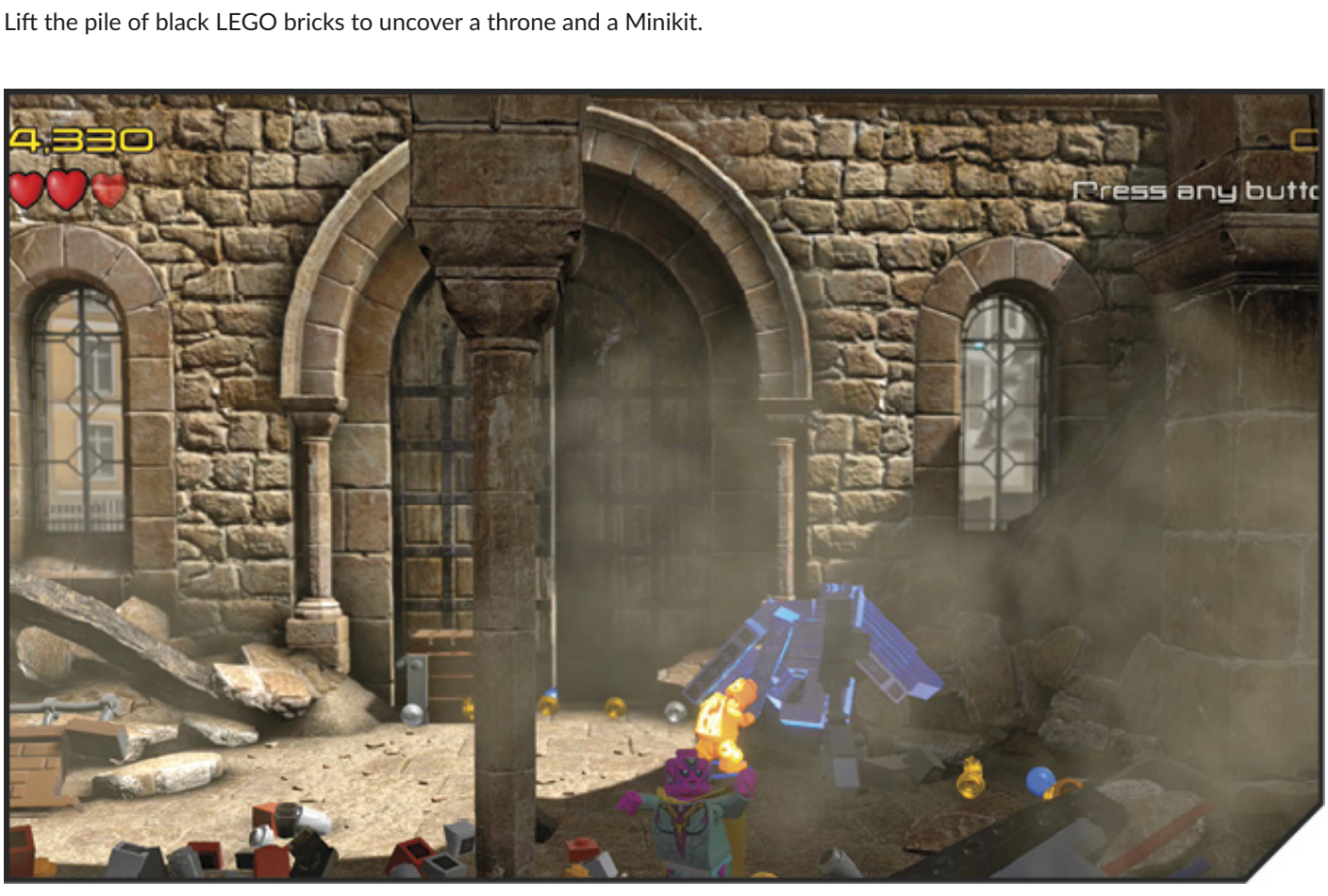
There's a Minikit floating in an arch up near the ceiling. Go up to claim it when your characters are able to fly.

MINIKIT 5 >>>

Tunnel through the Dig spot to pop up closer to the wall. An Ultron statue, knocked loose from the wall, breaks open and leaves behind a Minikit.

MINIKIT 6 >>>

Lift the pile of black LEGO bricks to uncover a throne and a Minikit.



MINIKIT 7 >>>

In the open area next to the cracked brick (Hulk is visible in the background), pull up the gargoyle statue with the Green Strength Handles. Reassemble the Minikit that was stored inside the statue.

CHARACTER TOKEN: ULTRON SENTRY OFFICER >>>

In the alcove with the gold brick wall, heat the gold LEGO object shaped like a bell until it explodes and yields a Character Token.

CHARACTER TOKEN: THANOS >>>

Pull the Red Grapple Handle on the wall next to one of the two gold LEGO objects used to trap Ultron.

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Level 15 | Free Play

Ultron Undone: C

Legend

- Map Connector
- Minikit
- Character Token
- Stan Lee in Peril
- The Collector
- Red Brick = Item for The Collector
- Dig Spot

MINIKIT 8 >>>

Scan the area near the green car to reveal a Red Grapple Hook on its trunk. Open the trunk to reveal the Minikit.

MINIKIT 9 >>>

Tunnel at the Dig point (A on the map) to surface near a Minikit and The Collector.

MINIKIT 10 >>>

There are three Dig spots here where you dig up a chest and break it open. One in the initial area, then one more after each Avengers Initiative Pad is used. The third Dig spot is under a chest.

CHARACTER TOKEN: WASP (CLASSIC) >>>

Knock the blue and white ramp off the column and rebuild the bricks into a Speed Boost Pad. Use the pad to get to the Character Token for Wasp (Classic).

STAN LEE IN PERIL >>>

While battling the last groups of Ultron Sentries, extinguish the flames burning under a window. Then smash the blue bricks that had been burning.

> THE COLLECTOR

Tunnel under the ground (A on the map) to reach The Collector. He's looking for a skull, which you pick up from the nearby white coffin. Extinguish the fires next to The Collector and assemble a crowbar from the leftover bricks. Apply Telekinetic Power to the crowbar to pry open the coffin's lid.

Break apart the rest of the coffin, then assemble a full skeleton. Attack the skeleton, pick up the skull and hand it over for your reward.

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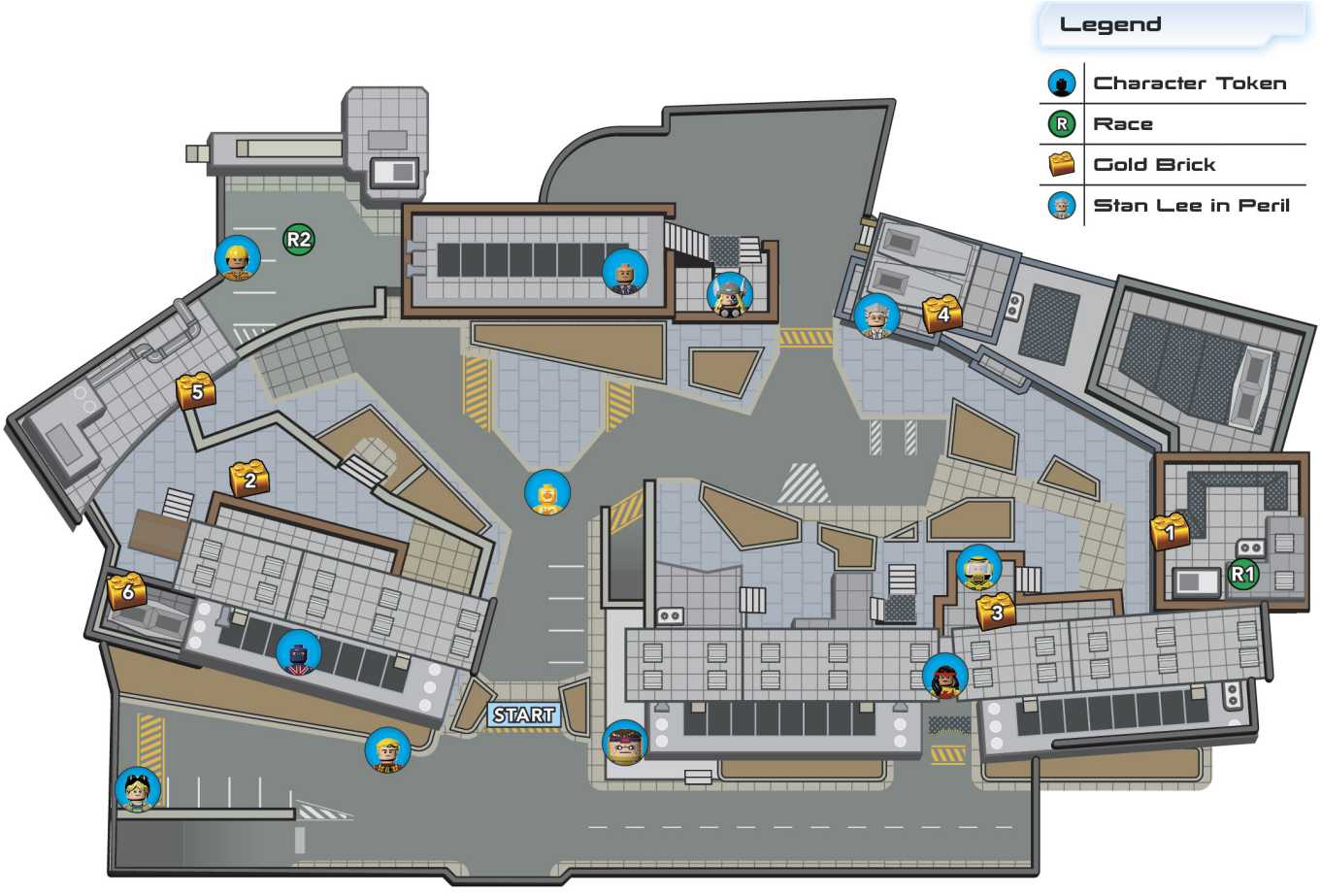
Hub 1: S.H.I.E.L.D. Base

Hub Overview



VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: S.H.I.E.L.D. Helicopter

Gate Location: Ground (Race 2) / Vehicle Unlocked: S.H.I.E.L.D. 4x4

STAN LEE IN PERIL >>>

Stan Lee is trapped in the same elevator the agents of S.H.I.E.L.D. used to complete the first Hub Transit mission. Go up to the roof above the elevator and look for four blue pads with S.H.I.E.L.D. logos. Pull the lever and note the order of the green lights. Step on the pads in the same order as the lights across from them. The S.H.I.E.L.D. Access Terminal next to the elevator opens the doors.

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Hub 1: S.H.I.E.L.D. Base

Character Tokens: Discovery

CHASE >>>

There's a pool of toxic green slime blocking the way to a switch. Pulling down the switch removes the grating over the ramp and opens the container with Chase's Character Token.

FIREBIRD >>>

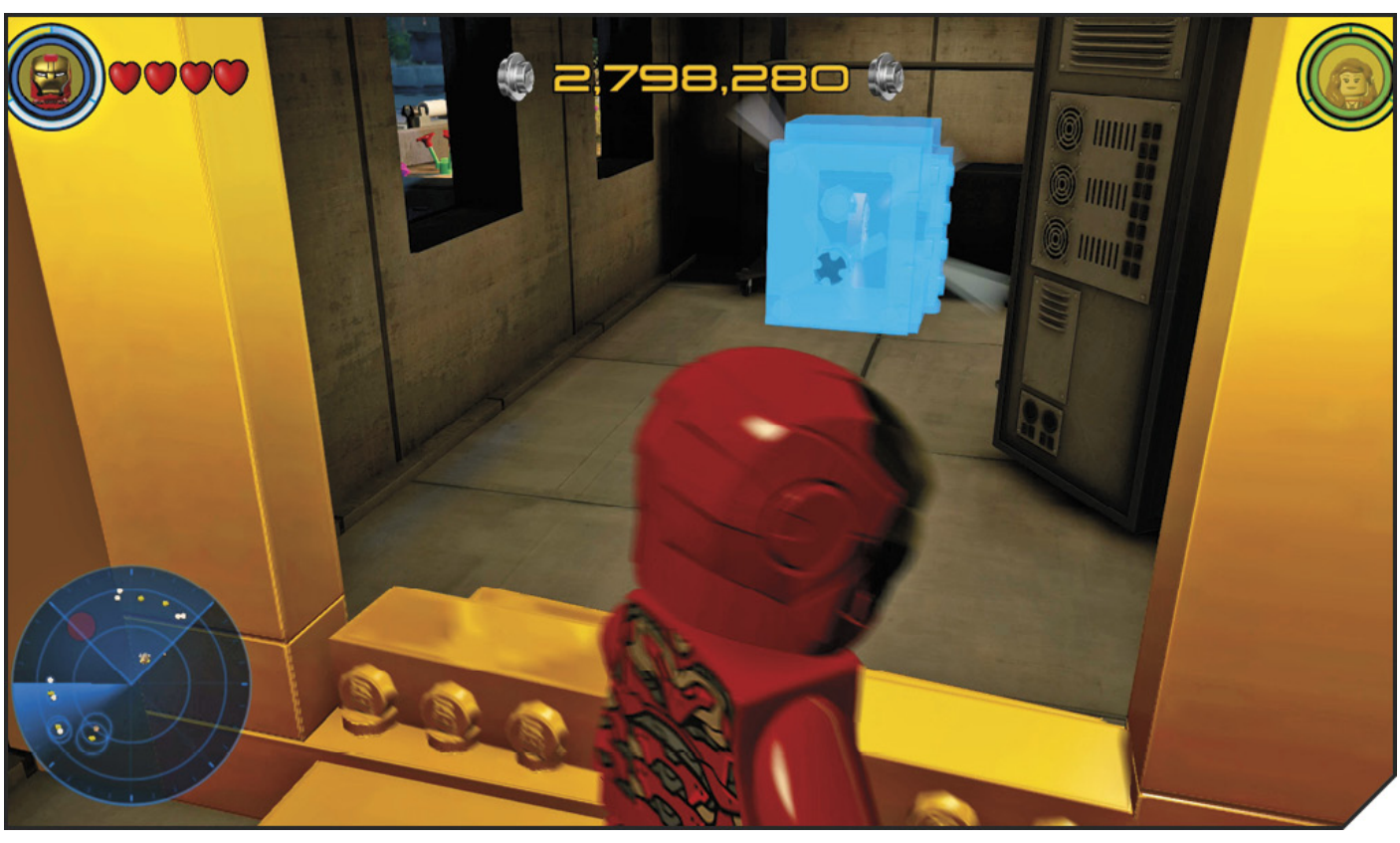
Look for a small gap between buildings across from the Joint Dark Energy Mission. A door in the gap is locked with Green Strength Handles. Pull the door off the building to get inside.

KORVAC >>>

Korvac appears on the helipad and is itching for a fight. He becomes unlocked after you defeat him.

RAGNAROK >>>

Cut through a gold LEGO brick wall to get to the blue LEGO glass safe inside the room.



UNION JACK >>>

Look for two pressure pads attached to an exterior, second-story wall. Between the pressure pads is a security camera watching two buttons. Any character can land on the pressure pads, but you must use a stealthy character to hit the two buttons under the security camera. After the four circuits are complete, the storage container on the roof opens.

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Hub 1: S.H.I.E.L.D. Base

Character Tokens: Missions

AGENT SITWELL: ROOKIES PLAYING HOOKY >>>

Speak with Agent Sitwell inside the Car Park. He wants to track down four rookie S.H.I.E.L.D. agents who are scattered throughout the base. Move toward the red circles that pop up in your radar. Listen for audio cues when you draw closer. Some agents require the use of special abilities to uncover their location.

HAZMAT: ARTIFACT OR FICTION >>>

Agent Williams needs help recovering four top-secret artifacts, but first you need to get into the room with him! Use the Dig spot in the flower bed to pull up a button that shuts off the lasers. After speaking with the agent, follow the red dots on your radar to find the items he needs.

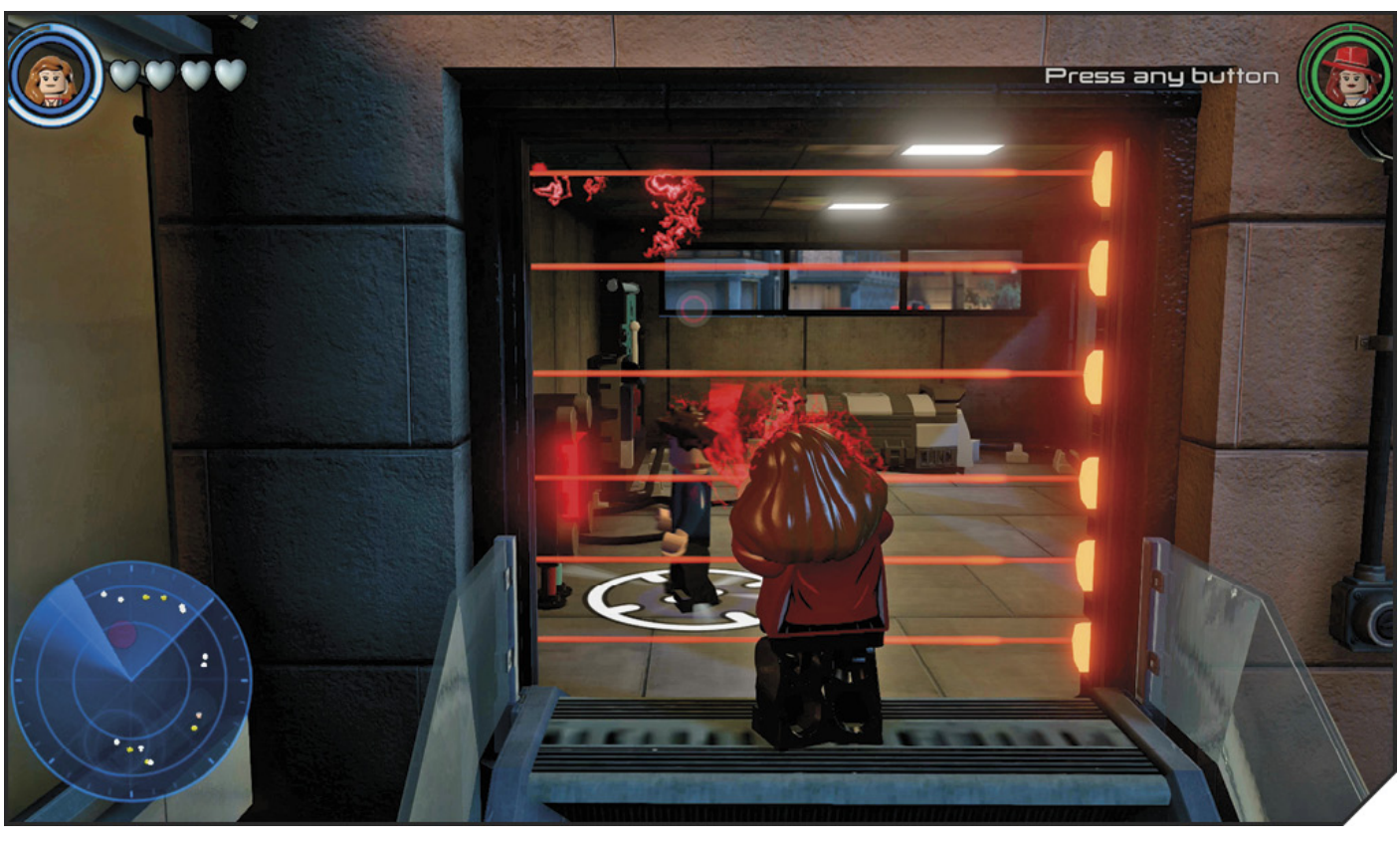
HUMAN TORCH (ORIGINAL): TURNING UP THE HEAT >>>

The goal of this mission is to defeat 20 villains while working with the original Human Torch. The good news is you don't need to go looking for the villains. They keep spawning near the spot you accepted the mission.

M.O.D.O.K.: ALL THAT REMAINS >>>

M.O.D.O.K. leads your heroes to a nearby door. Go up to the roof and use Telekinetic Power to build a S.H.I.E.L.D. Access Terminal. Activating the terminal is one step in revealing Ultron's remains. Mind Control the guard inside to pull the switch to remove the security bars.

Step up to the Technology Panel and tap the blinking red button when the moving shape is lined up with the shape that matches it, with no misses allowed. Put the Hulk in the indicated spot for a selfie.



DAMAGE CONTROL: HERE'S THE DRILL >>>

Damage Control asks for help locating spots in need of cleaning. Select a character capable of flight to make things go faster. Fly to the red dots on the radar and land close to the pile of debris. Damage Control will appear moments later to take care of it.

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Hub 1: S.H.I.E.L.D. Base

Gold Bricks

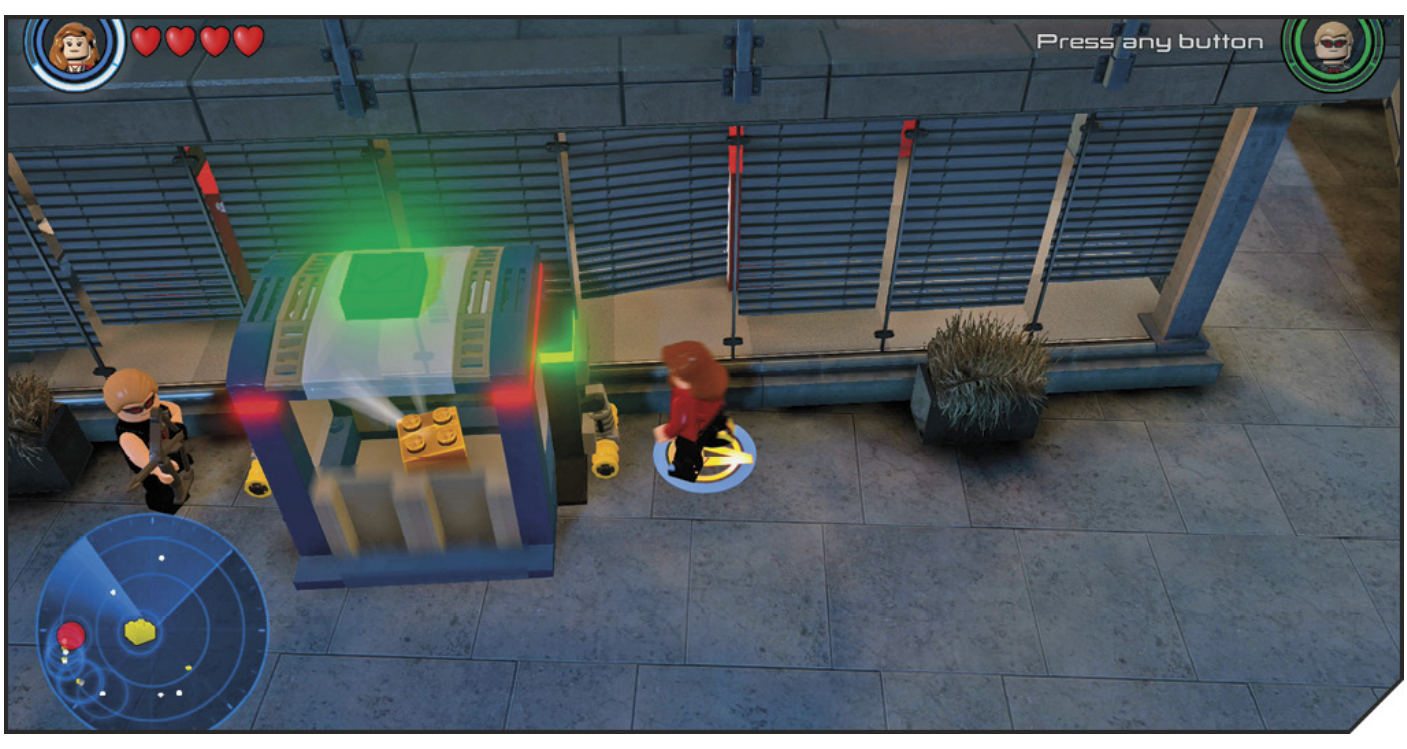
GOLD BRICK 1 >>>

This Gold Brick is behind a door with three red lights over the top of it. Each light is connected to an Electricity Panel and will turn green when the panel is charged. Follow the cables from the lights back to their Electricity Panel.

The first panel is nearby, hidden behind a stack of boxes. The second is in pieces inside a gold LEGO crate on top of the roof. The last panel is in need of repairs on a nearby rooftop.

GOLD BRICK 2 >>>

Pull the switches on either side of the small structure when the needle is in the green quarter of the circle.



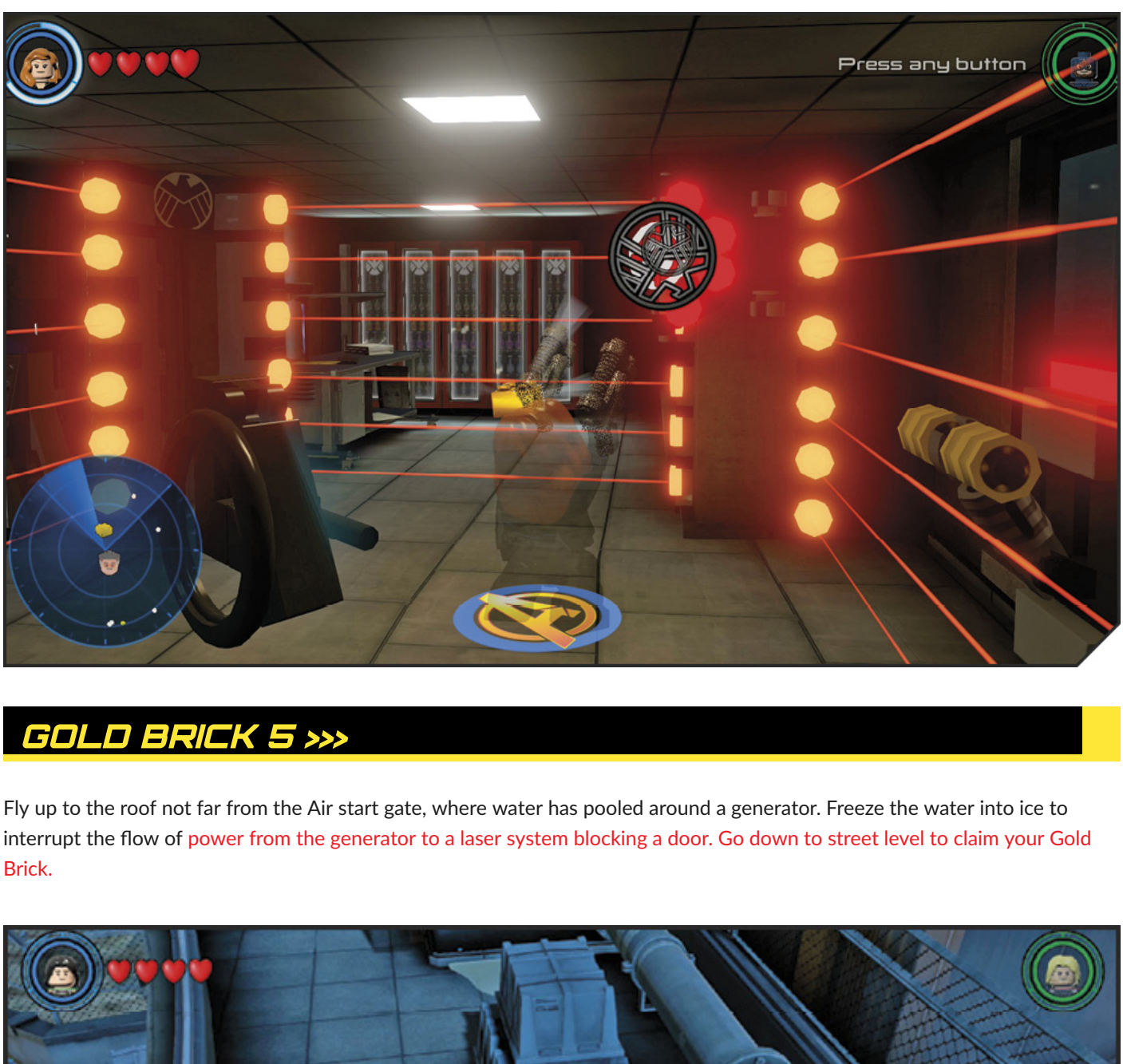
GOLD BRICK 3 >>>

Fly up to the roof of the Joint Dark Energy Mission and look for a cage with a Shield Switch at the top. The storage crate inside the cage is built from silver LEGO bricks.

GOLD BRICK 4 >>>

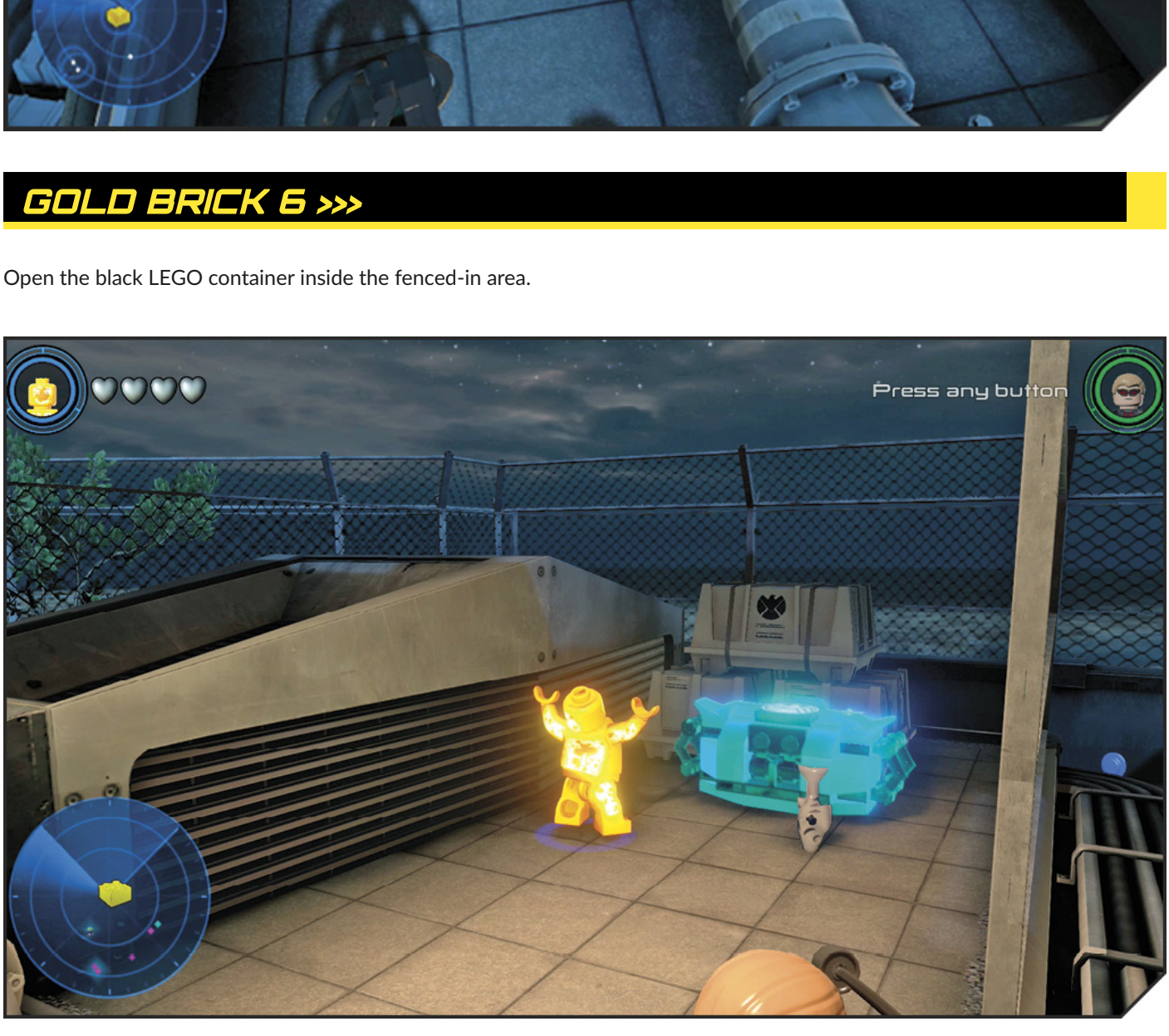
Go up the stairs behind the elevator where Stan Lee is trapped. Stealth under the security cameras and enter the room with three doors blocked by lasers. Shoot out the target near the Gold Brick, then pull the nearby switch to shut down the security cameras.

Hit the Shield Switch over the door. Use the newly exposed S.H.I.E.L.D. Access Terminal to gain access to the Gold Brick.



GOLD BRICK 5 >>>

Fly up to the roof not far from the Air start gate, where water has pooled around a generator. Freeze the water into ice to interrupt the flow of power from the generator to a laser system blocking a door. Go down to street level to claim your Gold Brick.



GOLD BRICK 6 >>>

Open the black LEGO container inside the fenced-in area.

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Hub 2: South Africa

Hub Overview

Legend

Character Token	Gold Brick	Stan Lee in Peril
Race	Silver Statue	

VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: Quinjet (Avengers)

Gate Location: Ground (Race 2) / Vehicle Unlocked: Bulldozer

STAN LEE IN PERIL >>>

Stan Lee is trapped inside a shipping container by an electrical field. Dig at the pile next to the generator. Use the unearthed bricks to assemble a switch that shuts off the electrical field.

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Hub 2: South Africa

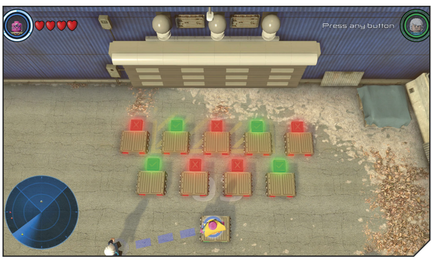
Character Tokens: Discovery

BLACK GOLIATH >>>

There are 12 silver LEGO brick statues found around the island. Destroy all of them to get Black Goliath's Character Token.

GRANDMASTER >>>

Over the fence from Echo's location is a cluster of panels on the ground. Step on the panel by itself to start this challenge. Note the panel lights that flash green. Step on those panels (in any order) to light one of the bulbs over the large door. Complete the task two more times to get Grandmaster's Character Token.



MOONDRAGON >>>

Destroy the crate bounded with silver LEGO objects on the HMS Churchill. Assemble the bricks from the crate to build a switch next to a door blocked by red lasers. Use the Technology Panel inside the room (it's hard to see the panel, but it's there) to restore power to a door on the main deck.

NEBULA >>>

Go to the broken ship on the shoreline and look for a switch on the tower at deck level. Pull the switch when the needle is in the green area to power a laser in the ship's hold. Place a character with the Shield ability on the Shield Deflect Pad. Guide the laser into the four holes to open a door on the ship's tower.

TIGRA >>>

Tigra's Character Token is inside a telephone booth. Repair the Electricity Panel attached to the stacked shipping containers, then charge it. Shoot arrows into the wall plugs to link the electricity line to the motor. Repair the motor to reveal the Grapple panel. Pull the Red Grapple Handle on the exterior of the booth to open it.

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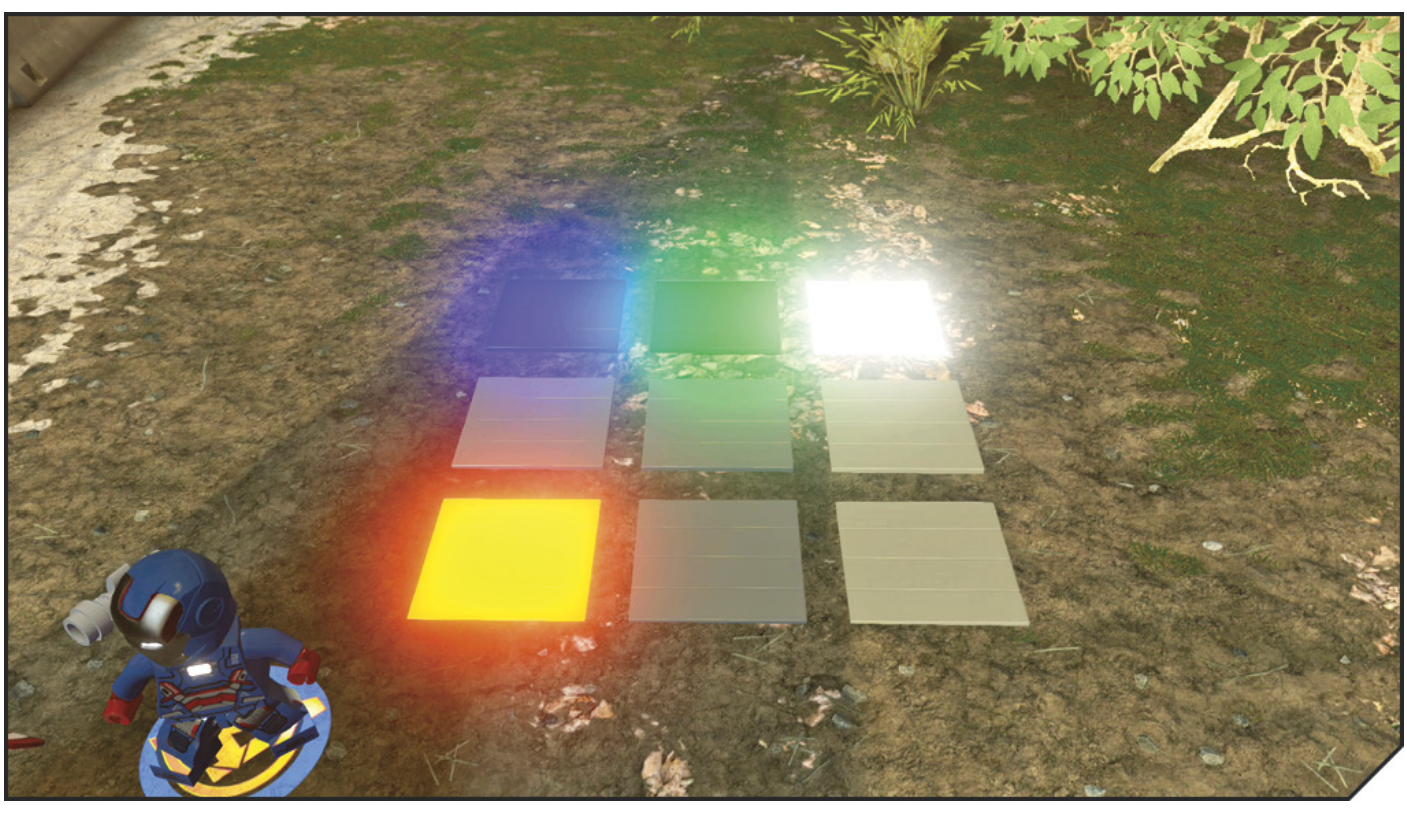
Hub 2: South Africa

Character Tokens: Missions

ECHO: BEACH BOOGIE >>>

Echo's mission is a matching game. You must step on the same four squares, in the same order, as she does. You don't need to jump between squares, just don't step on the wrong one while moving into position.



MS. MARVEL (KAMALA KHAN): BOAT SELECTOR >>>

Ms. Marvel wants a Hulk selfie from a specific location. You must fend off Ultron robots while she searches for the perfect spot. Stand in the spot when it appears to take the picture.

THE OTHER: CHILLIN' WITH THE CHITAURI >>>

Five Chitauri deserters have done their best to blend in with the locals in South Africa and The Other asks for help finding them. Investigate the red circles that appear on the minimap to find the Chitauri. The Chitauri deserters are wearing blond wigs and often hide under whatever cover they can find.

ULYSSES KLAUE: FISH FIGHT >>>

Ulysses Klaue wants you to get rid of 20 cuttlefish. Follow the sound down to the beach and take out the nuisances.

WHITE TIGER: AMULET YOU FINISH >>>

White Tiger lost three amulets of power and asks for your help in getting them back. Go to the red circles that pop up in your minimap and battle the "traders" until they drop an amulet. Collect three amulets and return them to White Tiger.

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Hub 2: South Africa

Gold Bricks

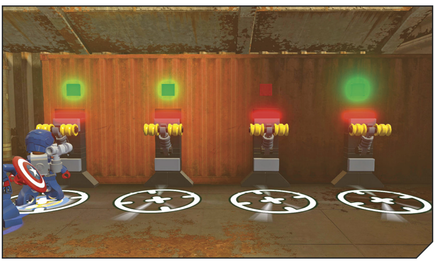
GOLD BRICK 1 >>>

There are seven barrels around the broken hull closest to the water. You must destroy all seven, but the order in which you destroy them doesn't matter. Each barrel starts a countdown from 15 seconds no matter how much time was left when it was hit.

There are two barrels on the deck of the ship, so select a character who can fly to make this challenge easier. One barrel is in a hole in the hull, and another is under the ship's propellers. The final three are in a lifeboat on the beach and on the rocky edge of the beach.

GOLD BRICK 2 >>>

Inside the hold of the ship with the two large cranes are racks of barrels near green lights. Break apart the barrels and assemble switches from each rack. After all four switches are in place, the lights flash. Pull the switches in the same order as the lights flashed green.



GOLD BRICK 3 >>>

Fly into the hold of the intact ship that doesn't touch water. Scan the area near the dividing wall to reveal a Shield Switch. Target the Shield Switch to open the cover of the switch on the other side of the wall. Tag to a stealthy character, sneak past the security camera, and pull the switch.

GOLD BRICK 4 >>>

Look for three empty oil tanks near the road. There are targets on the tanks that you must hit with a ranged weapon. Walk around the tanks until you spot and shoot all five targets. If you hit all five within the time limit, your reward is in the nearby trailer, inside a gold LEGO object.

GOLD BRICK 5 >>>

High up on the HMS Churchill are four Twirl Poles. Twirl on each one to pull them into a lower position and light a bulb on the smokestack. When the fourth bulb is lit, a chest opens beneath them.

GOLD BRICK 6 >>>

In the broken hull directly ahead of the start point, clear the wood from the ledge to expose a blue LEGO safe. Crack the safe to get the Gold Brick from inside.

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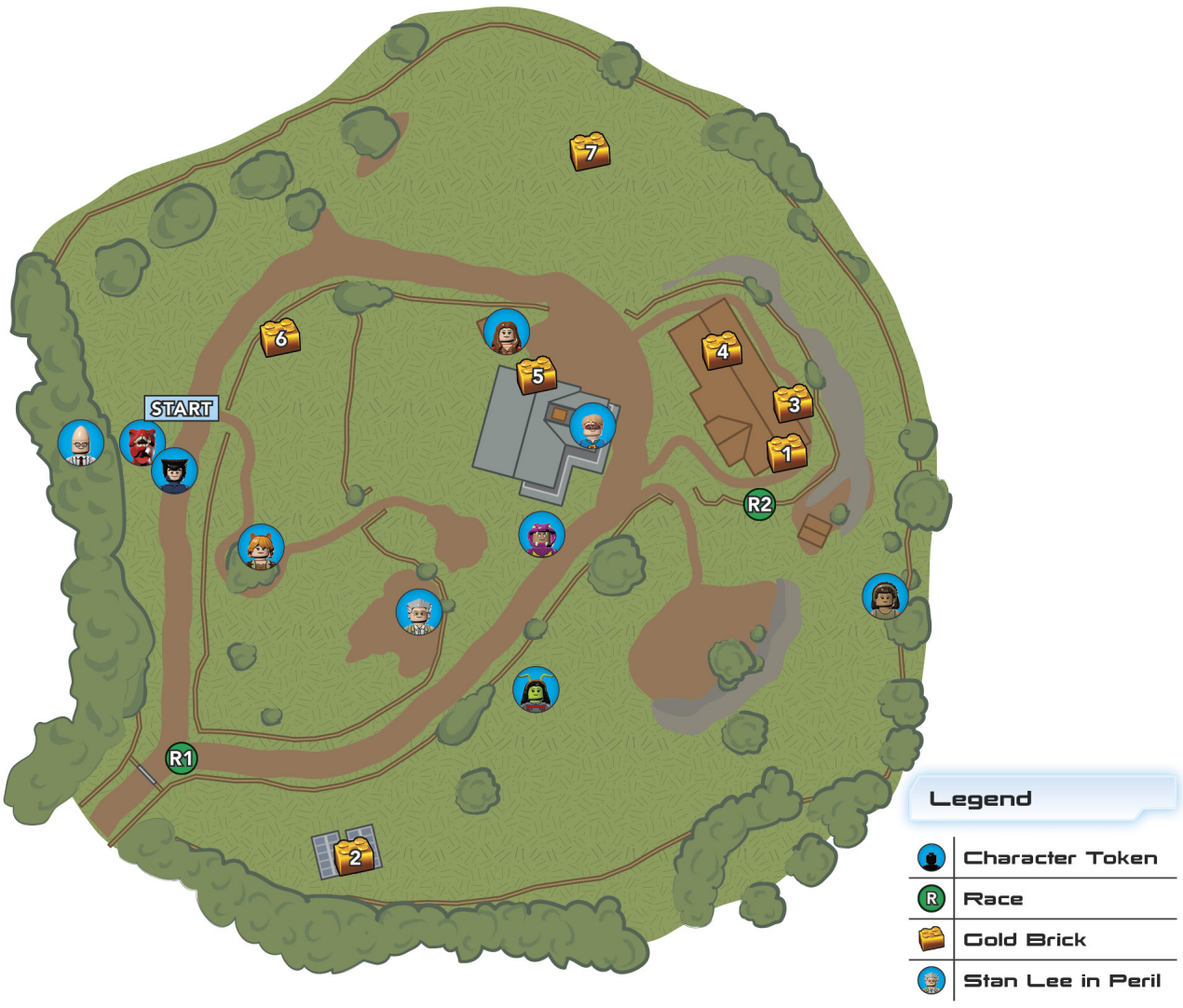
Hub 3: Barton's Farm

Hub Overview



VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: Hawkeye's Tractor

Gate Location: Ground (Race 2) / Vehicle Unlocked: Pickup Truck

STAN LEE IN PERIL >>>

Stan Lee has been surrounded by chickens and can't get away. Mind Control each chicken and guide them back to their nearby coop.

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Hub 3: Barton's Farm

Character Tokens: Discovered

COTTONMOUTH >>>

Look for Cottonmouth just outside the house, where he's spoiling for a fight.

EGGHEAD >>>

Go into the trees behind Moon Boy and Devil Dinosaur. Break down the pile of rocks until you find a cracked block. Smash the cracked block to reveal a black LEGO object. Open that object to get Egghead's Character Token.

HAWKEYE (KATE BISHOP) >>>

Fly up to the roof of the farmhouse and land near the chimney. Attack the water pipes until they break open. Freeze the puddles of water to make the Character Token for Hawkeye (Kate Bishop) appear above the chimney.

LAURA BARTON >>>

Charge the Electricity Panel in the small shed next to the house. Two of the three generators function perfectly but the third explodes. Extinguish the fire and repair the generator. Return to the shed and charge the Electricity Panel again.

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Hub 3: Barton's Farm

Character Tokens: Missions

BUTTERBALL: SNAP CAT >>>

Butterball wants a Hulk selfie with his cat in the picture. The problem is he needs to corral his cat first. Guide Butterball to his feline friend, then take a picture as the Hulk when prompted.

GORILLA GIRL: SPLASHIN' FOR FASHION >>>

Gorilla Girl's clothes were taken as a joke, but she wants them returned. Search the farm and return to her with all three of her articles of clothing.

MANTIS: MUDSLINGING MANTIS >>>

Mantis asks for help in cleaning up a mess after a misunderstanding with a group of plants. Red circles pop up on your radar. Investigate the locations until a giant plant pops up from under the ground. Attack the plants until their stems fall apart. Take care of four plants to unlock Mantis.

MOON BOY & DEVIL DINOSAUR: JURASSIC COVER-UP >>>

Moon Boy wants help hiding Devil Dinosaur from scientists but needs assistance keeping him safe on the trip. Follow Moon Boy and keep the men who pop up along the way from taking his large dinosaur buddy.

SQUIRREL GIRL (UNBEATABLE): GOING NUTSO >>>

Search the farm for five of Squirrel Girl's "squadrels" that have gone into hiding. Go to the red circles on your radar to find them. Some are better at finding hiding spots than others and you may need to root them out.

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Hub 3: Barton's Farm

Gold Bricks

GOLD BRICK 1 >>>

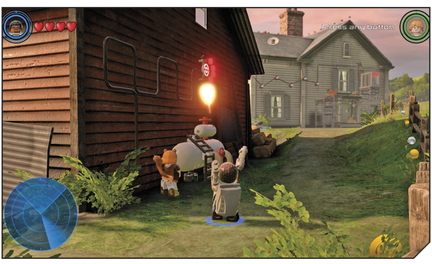
There's a small shed near the barn with a door made of gold LEGO bricks. Heat up the bricks to move them out of your way. Assemble a Shield Switch with the bricks inside the shed. The Shield Switch exposes a Gold Brick atop the barn's roof.

GOLD BRICK 2 >>>

Near the entrance to the farm are two greenhouses. A broken switch blocks the entrance to one. The other has a locked crate. Dig in the pile of dirt behind the crate to reach the interior of the other greenhouse. Repair the switch, then use it to open the crate.

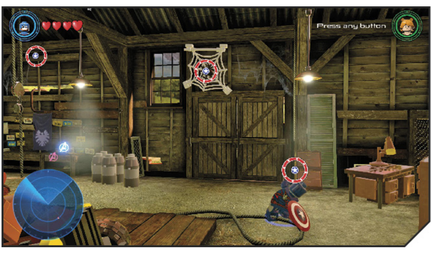
GOLD BRICK 3 >>>

Walk around the exterior of the barn until you find two Red Grapple Handles (they aren't together). Pull the handles and shoot the target that's left behind. There's a third Red Grapple Handle inside the barn, but you need to scan the back wall to see it. After all three targets have been hit, a crate opens outside the barn.



GOLD BRICK 4 >>>

Attack the six spider webs inside the barn. Most are out in the open, but a few require clearing out debris and crawling over hay bales.



GOLD BRICK 5 >>>

Empty wall sockets line the exterior of the farmhouse's second floor. Fill the sockets with Twirl Poles to complete a circuit to a security camera. Starting on the roof of the porch, swing on each Twirl Pole to open a small enclosure that has a switch inside. Stealth to the switch, then pull it down to open the crate on the ground.

GOLD BRICK 6 >>>

The two switches close to each other need to be reconnected before they can work properly. Attack the crate and assemble a Speed Boost Ramp from its contents. Using the ramp repairs the wires running between the switches. First use the switch near the Speed Boost ramp, then pull the second switch when the needle is in the green to open the storage crate.

GOLD BRICK 7 >>>

Dig up the chest on the hillside.

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Hub 4: Sokovia

Hub Overview

VEHICLES >>>

Gate Location: Ground (Race 1) / Vehicle Unlocked: Helicarrier Lifeboat

Gate Location: Ground (Race 2) / Vehicle Unlocked: Hover-Bath

STAN LEE IN PERIL >>>

Go north from the town square. There's an Avengers Initiative Pad on the sidewalk in front of a demolished building. Put Captain America on the Shield Smash Pad, then send in Thor to clear the rubble that had pinned Stan Lee.

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Hub 4: Sokovia

Character Tokens: Discovered

BENGAL >>>

Eliminate the silver LEGO doors inside the town square. Attack the pipes to spill water on the ground. Freeze the water to create an ice sculpture with the Character Token for Bengal inside. Melt the ice and claim the token.

DEMOLITION MAN >>>

There are eight switches clustered together near the Novi Grad Tram Station that must be pulled down at the same time to function properly. Fortunately, helpers are not far away. Burn through the gold LEGO brick door, then break through the cracked brick wall next to it. Go through the Grate behind the cracked brick wall and pull the switch. The people set free from their confinement pull all the levers.

RONIN (BLADE) >>>

Spin on the Twirl Poles on both ends of an arched entrance into the town square to complete the circuit that opens the container on the roof between the Twirl Poles.

SPITFIRE >>>

From the start point, follow the intact street past Beth the Waitress. Get up to the fire escape on the building wrapped in pressure pads and pull the switch. Assemble a Speed Boost Ramp from the objects locked behind a wall taken down with Telekinetic Power. The Speed Boost Ramp sends your character over the pressure pads that open a rooftop crate.

X-RAY >>>

Challenge X-Ray to a fight near the starting gate for the race challenge for the Hover-Bath.

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Hub 4: Sokovia

Character Tokens: Missions

A-BOMB: PHOTO BOMB >>>

Follow A-Bomb from the bridge to the spot where he wants to get a Hulk selfie. Keep the scientists that appear along the way from curing him so he can get the picture he wants.

CRIMSON DYNAMO: PAINTING THE TOWN >>>

Crimson Dynamo wants to make his armor a brighter color but needs paint. Follow the red dots on your radar to four paint cans. Not all cans are out in the open, so search inside buildings as well.

GARGOYLE: BEAN THROUGH A LOT >>>

The coffee machine at Beth the Waitress's shop survived the destruction caused by Ultron. She's offering coffee to the people of Sokovia but needs someone to spread the word. Follow the red dots on your radar to the three people who need some help before they can get coffee.

HULKLING: BREAKING HEARTS >>>

A summoning ritual didn't go as planned, so an evil Jack of Hearts is loose and angry at Wiccan and Hulkling. Battle Jack of Hearts and his minions to keep Wiccan safe long enough to reverse the spell.

EXTREMIS SOLDIER: RUBBLE TROUBLE >>>

Damage Control is on the scene in Sokovia with his drill, Doris. He needs protection from Ultron's forces while breaking down piles of rubble. Lead Damage Control toward the red dots on your radar and keep him safe while he cleans up Sokovia.

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Hub 4: Sokovia

Gold Bricks

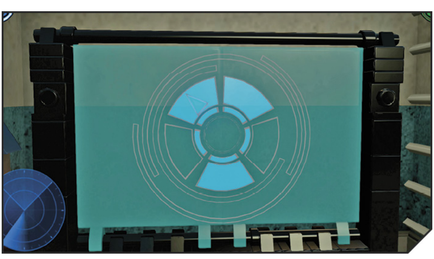
GOLD BRICK 1 >>>

Demolish the white car near the start point. Assemble a Shield Deflect Pad from the leftover bricks. Once in the vicinity of the laser, it activates. Redirect the laser up to a gold LEGO object in a second floor window, which causes a member of the cleaning crew to open a container.

GOLD BRICK 2 >>>

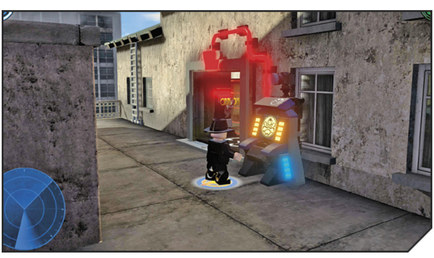
From the start point, go up the intact street to the second crosswalk and into the building with metal bars visible behind the window. There are two pressure pads on the floor outside the bars. The pressure pad on the right (looking in from the entrance) moves the bars blocking a locked container.

Step on the left pressure pad to open the way to a third pressure pad. That pressure pad clears the way to a switch. Pull the switch to reveal a broken Technology Panel. Repair the panel and carefully observe the order of the small lights. Tap the larger lights in the same order to open the container.



GOLD BRICK 3 >>>

Shoot both targets on the container found on the second floor, between apartment units off the town square. Assemble the bricks inside the container into a S.H.I.E.L.D Access Terminal. Activate the terminal a second time with a HYDRA agent to open a locked door. Pull the switch to remove the lasers, then crack the blue LEGO cylinder with a sonic attack.

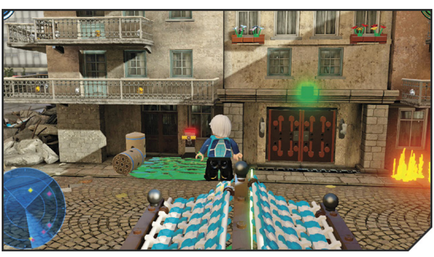


GOLD BRICK 4 >>>

Target the Shield Switch on the side of the building to start a timer. Mind control the S.H.I.E.L.D. agent inside the fire escapes. He must climb the ladder, pull the switch, and drop down the hole on top of the Gold Brick visible near the Shield Switch before the time expires.

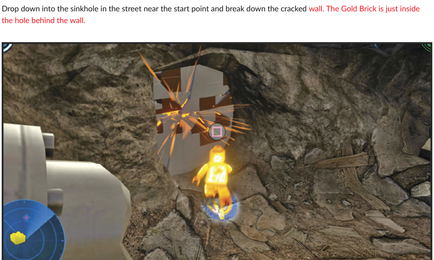
GOLD BRICK 5 >>>

Rebuild the statue in the town square and follow the power conduit to a wall. Extinguish the flames in front of the switch, then pull it down. Next, put in a character capable of wading through the toxic goo in front of the other switch and pull it down. Use a character able to destroy Black LEGO to access the Gold Brick.



GOLD BRICK 6 >>>

Drop down into the sinkhole in the street near the start point and break down the cracked wall. The Gold Brick is just inside the hole behind the wall.



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Hub 5: Washington D.C.

Hub Overview

Legend

Character Token	Gold Brick
Race	Stan Lee in Peril

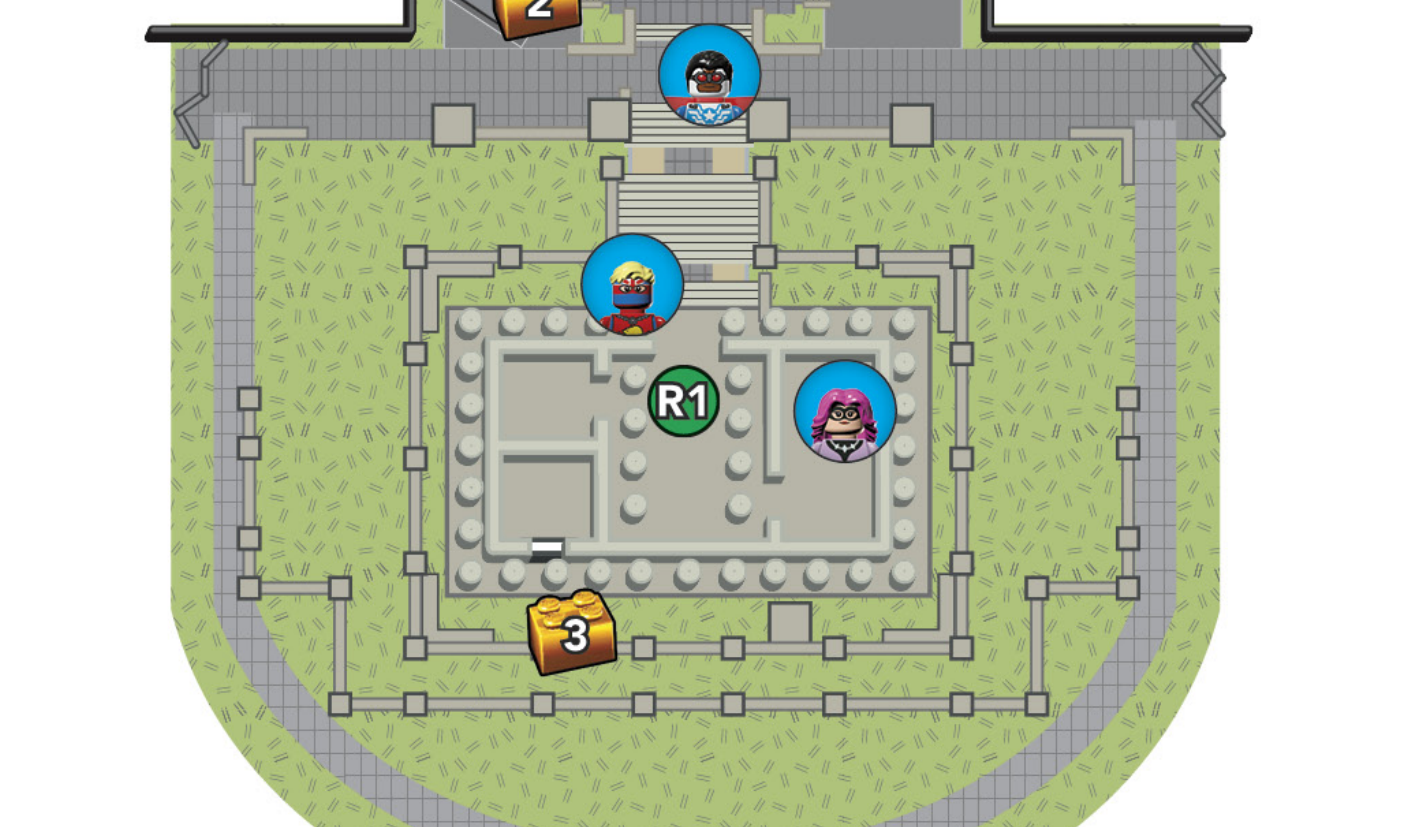
VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: Gyrocopter

Gate Location: Ground (Race 2) / Vehicle Unlocked: News Helicopter

STAN LEE IN PERIL >>>

Stan Lee is stuck on a wooden platform in the middle of the Reflecting Pool. Destroy the wooden crates bound in silver LEGO bricks to clear a way out for him.



> SECRET BASE ENTRANCE

Hit the rope winches of the twenty-five flags around the Washington Monument to open the door on an Information Booth. Break down everything inside the booth to build a S.H.I.E.L.D. Access Terminal, which you need to use twice (second time as a HYDRA agent) to open the door to a hidden base.

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Hub 5: Washington D.C.

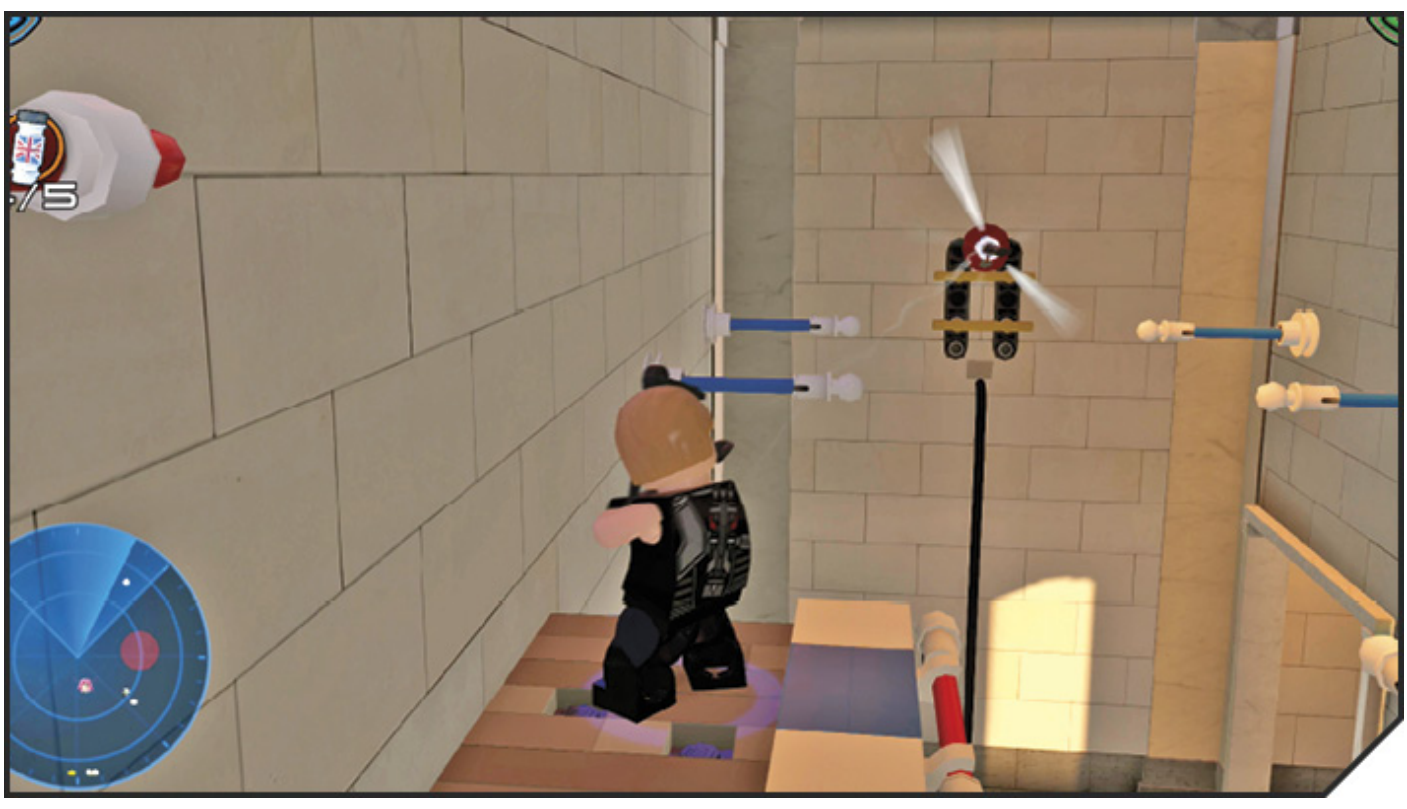
Character Tokens: Discovered

CAPTAIN AMERICA (SAM WILSON) >>>

There are four gold LEGO statues around the Lincoln Memorial connected to a locked container in front. There are two statues on both sides of the monument. Two statues are out in the open and two are locked inside fences. Use the Shield Switch and Green Strength Grips to gain access to those statues. Use a heat beam to melt each of the statues when you find them.

DIAMONDBACK >>>

Go inside the Lincoln Memorial and look for a room with grip walls and a locked container. Add a Twirl Pole to the wall socket high up on the wall with the door. Use two of the other Twirl Poles in the room to reach the newly added Twirl Pole to complete a circuit to a pressure pad. Step on the pressure pad to start a countdown. You must press the button near the ceiling before the timer expires to open the container.



MS. MARVEL (CAROL DANVERS) >>>

Inside the secret HYDRA base is a laser cage guarded by twin laser blasters. Scan the area in the room to reveal the switch needed to activate the blasters (there's a slight delay). Hop on the Shield Deflect Pad and guide the lasers into the node above the switch.

WIZARD >>>

After completing Synchronized Snapping and Buck in Time, the Wizard appears in the road near the Rainbow Pool. Defeat him in a fight to unlock him.

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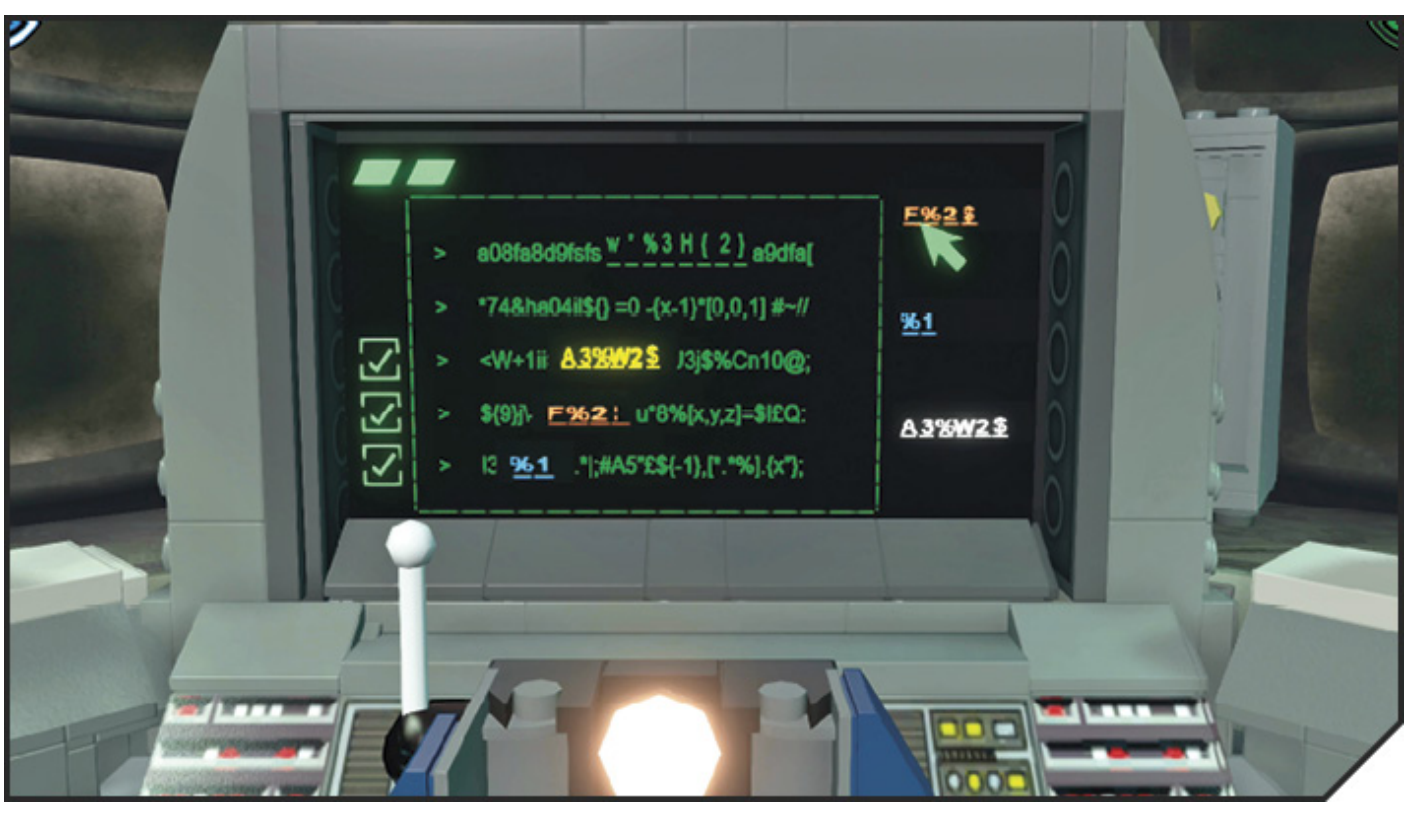
Hub 5: Washington D.C.

Character Tokens: Missions

ARNIM ZOLA (CLASSIC): NOT OK, COMPUTER >>>

Look for Arnim Zola near a computer in the secret HYDRA base under the Washington Monument. Use the Technology Panel to activate the computer. On the first screen, select the top and bottom nodes on the left. On the second screen, match up the bits of missing code to the proper line by counting the number of characters needed. The next screen is a puzzle to make the HYDRA logo. On the final screen, select the left and right nodes.

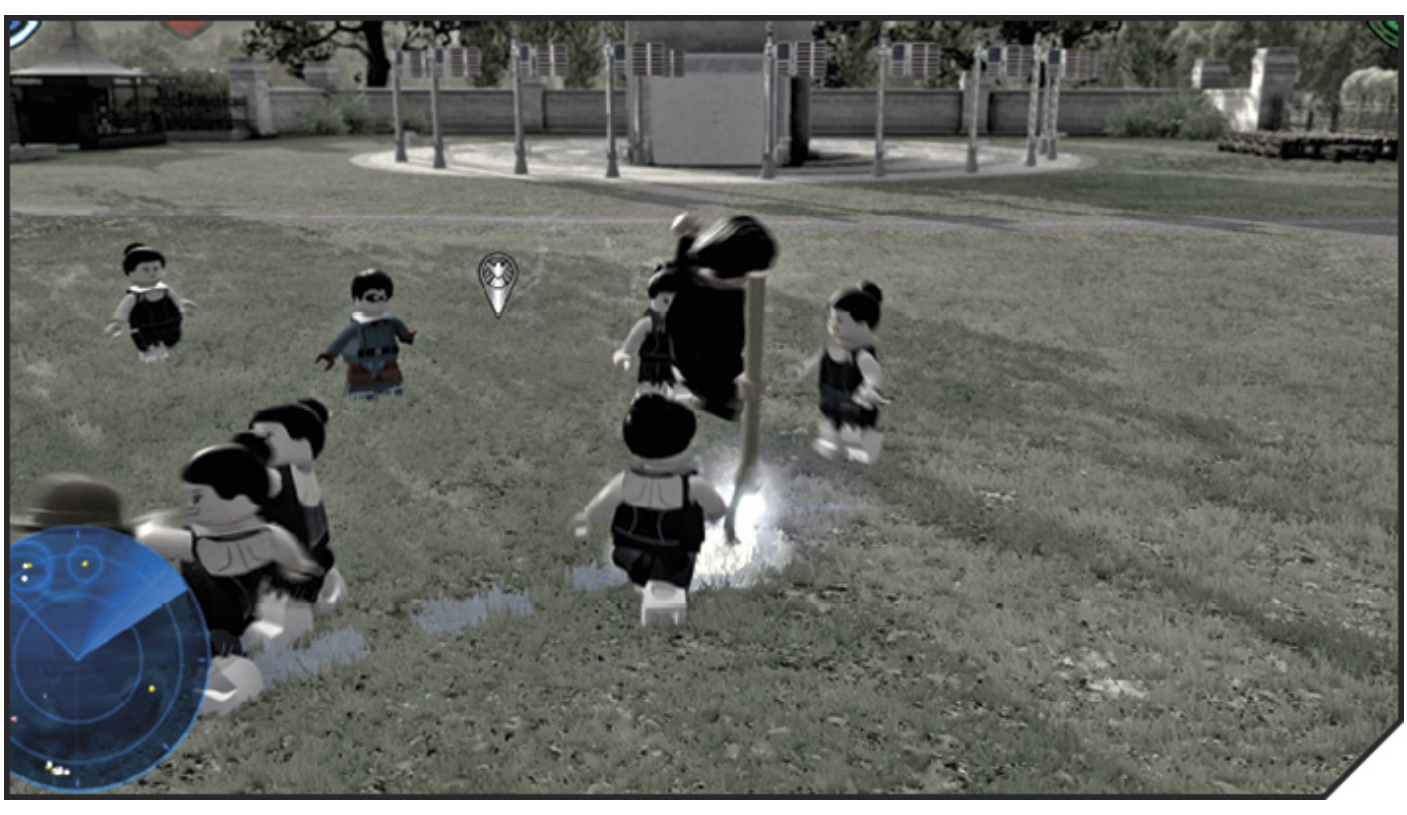


BLAZING SKULL: BLAZING A TRAIL >>>

The Blazing Skull stands outside an information booth at the midpoint of the Reflecting Pool He needs help putting out fires that are wrongly blamed on him. Investigate the red dots on your radar and extinguish the blazes to find out who is responsible.

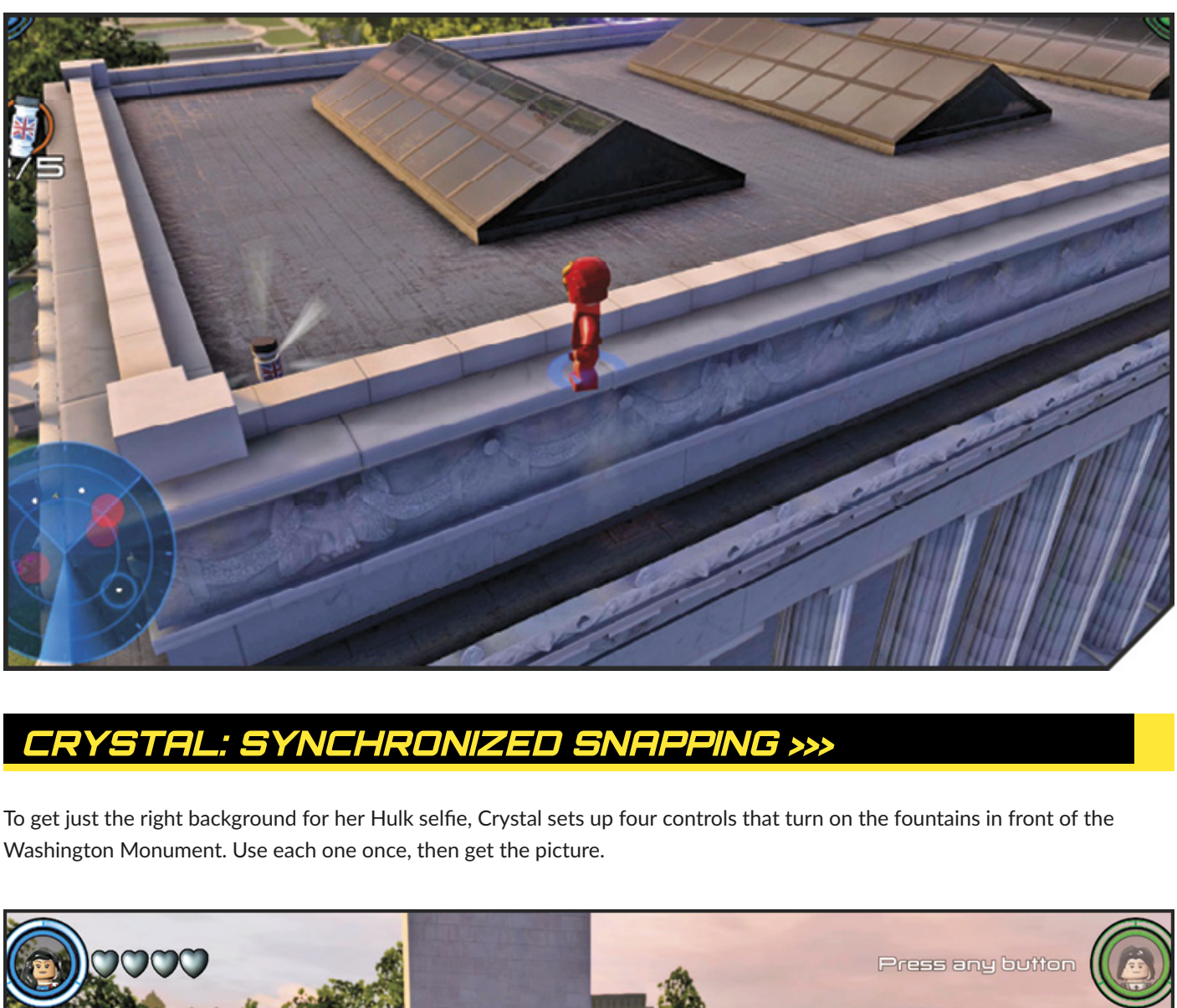
BUCKY BARNES (CLASSIC): BUCK IN TIME >>>

Talk to the Winter Soldier near the Washington Monument side of the street. He's struggling with his memory and tells a tale so involving that it feels like you're back in World War II fighting robot unicorns, ninja ballerinas, and HYDRA agents in period-appropriate black and white.



CAPTAIN BRITAIN: TROUBLE BREWING >>>

Speak with Captain Britain on the steps of the Lincoln Memorial. He's misplaced his flasks of tea and would like you to return them to him. Investigate the red dots on your radar to find all five flasks of tea.



CRYSTAL: SYNCHRONIZED SNAPPING >>>

To get just the right background for her Hulk selfie, Crystal sets up four controls that turn on the fountains in front of the Washington Monument. Use each one once, then get the picture.

NOVA: NOT MY FAULT >>>

Washington D.C. has a problem with super hero impersonators who are "just a teeny weeny bit tuned to the evil side of the spectrum," as Nova describes it. Help him out by defeating the slightly evil imposters that appear nearby, including the final enemy who is a ringer for Nova himself.

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Hub 5: Washington D.C.

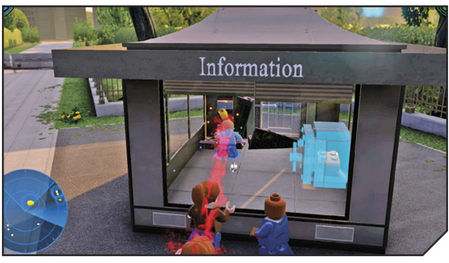
Gold Bricks

GOLD BRICK 1 >>>

There are five platforms next to the Information booth at the Washington Monument. Four are covered pressure pads. The tallest has a broken switch on it. Repair and pull the switch to activate the pressure pads. Jump on each pressure pad without touching the ground between to open the door to the booth. Telekinetic Power is needed to get to the Gold Brick inside.

GOLD BRICK 2 >>>

Use Mind Control on the information booth attendant. Have him break apart the brochure rack and rebuild it into a switch. Pull the switch to open the door, then send in a character who can break apart blue LEGO objects to get the Gold Brick inside.



GOLD BRICK 3 >>>

Charge the Electricity Panel behind the Lincoln Memorial to open a hidden door. Stealth under the security camera and stand on the pressure pad to remove the bars protecting a target on the wall. Hit the target to open the locked container back outside.

GOLD BRICK 4 >>>

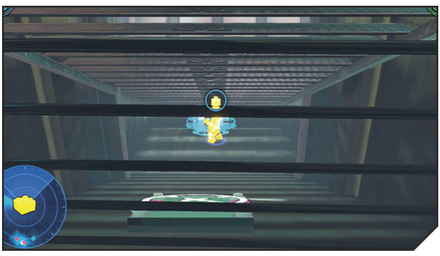
Use the Red Grapple Handle on the information booth to pull open the door. Attack the brochure racks inside the booth to get to the Gold Brick behind them.

GOLD BRICK 5 >>>

Down in the secret base under the Washington Monument, break through the cracked brick wall. Use a Freeze Beam on the water bouncing atop the weight pad until the ice sculpture weighs it down enough to complete the connection. Pull the switch inside the first cell when the needle is in the green to open the second cell.

GOLD BRICK 6 >>>

Build a Speed Boost Ramp from the bricks contained in a HYDRA-labeled crate, then use it to open a Grate. The Grate leads to a space under the entrance stairway. Open the black LEGO container to get a Gold Brick.



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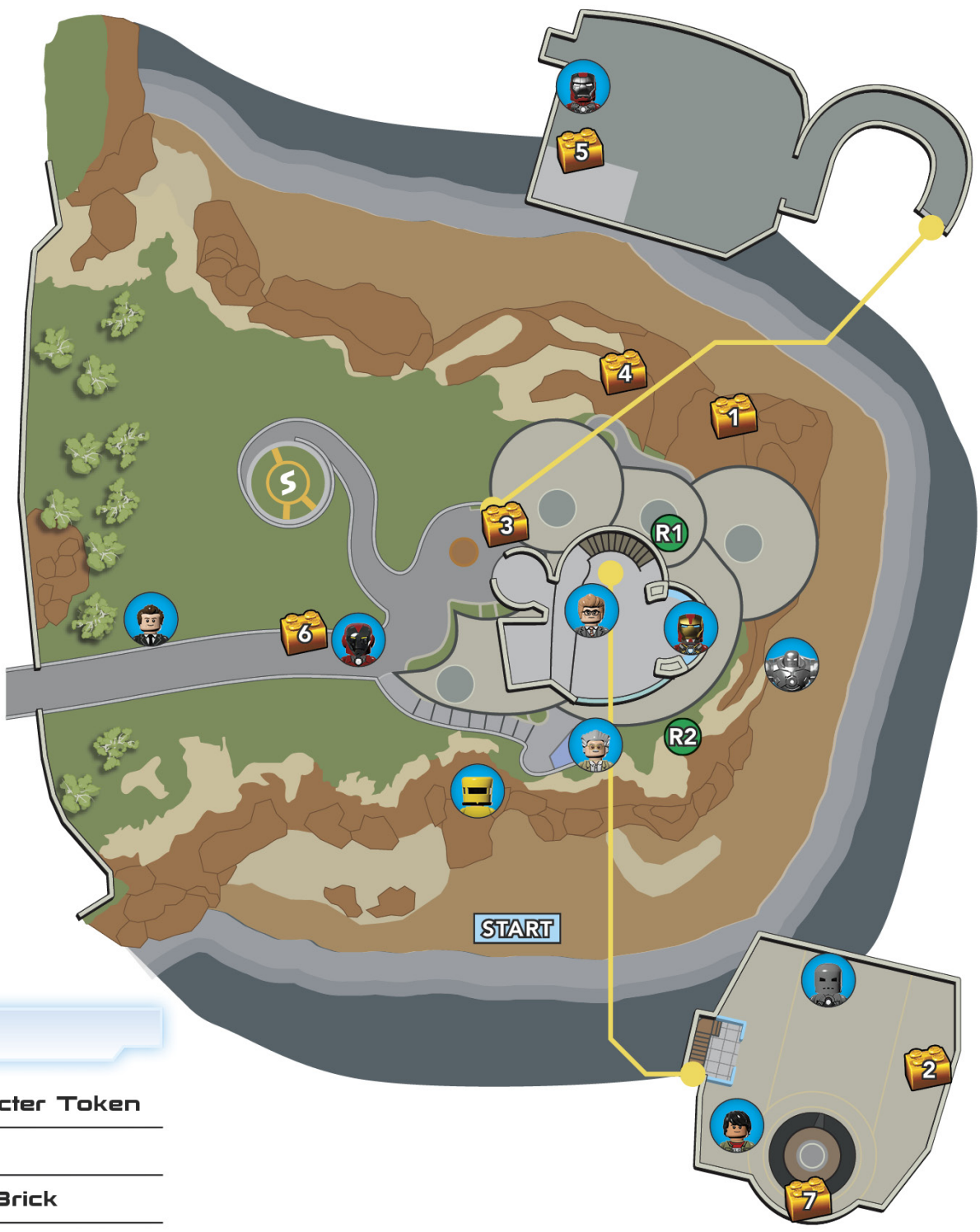
LEGO MARVEL AVENGERS

Hub 6: Malibu

Hub Overview



Legend

- Character Token
- Race
- Gold Brick
- Stan Lee in Peril

VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: Stark's Sportscar

Gate Location: Ground (Race 2) / Vehicle Unlocked: Mandarin's Helicopter

STAN LEE IN PERIL >>>

Stan Lee is treading water in the pool and can't get out. Hop over the wall and Dig in the pile of dirt. Attack the object that was unearthed and assemble the parts into a switch. Pull the switch to raise a platform that raises Stan Lee out of the water.

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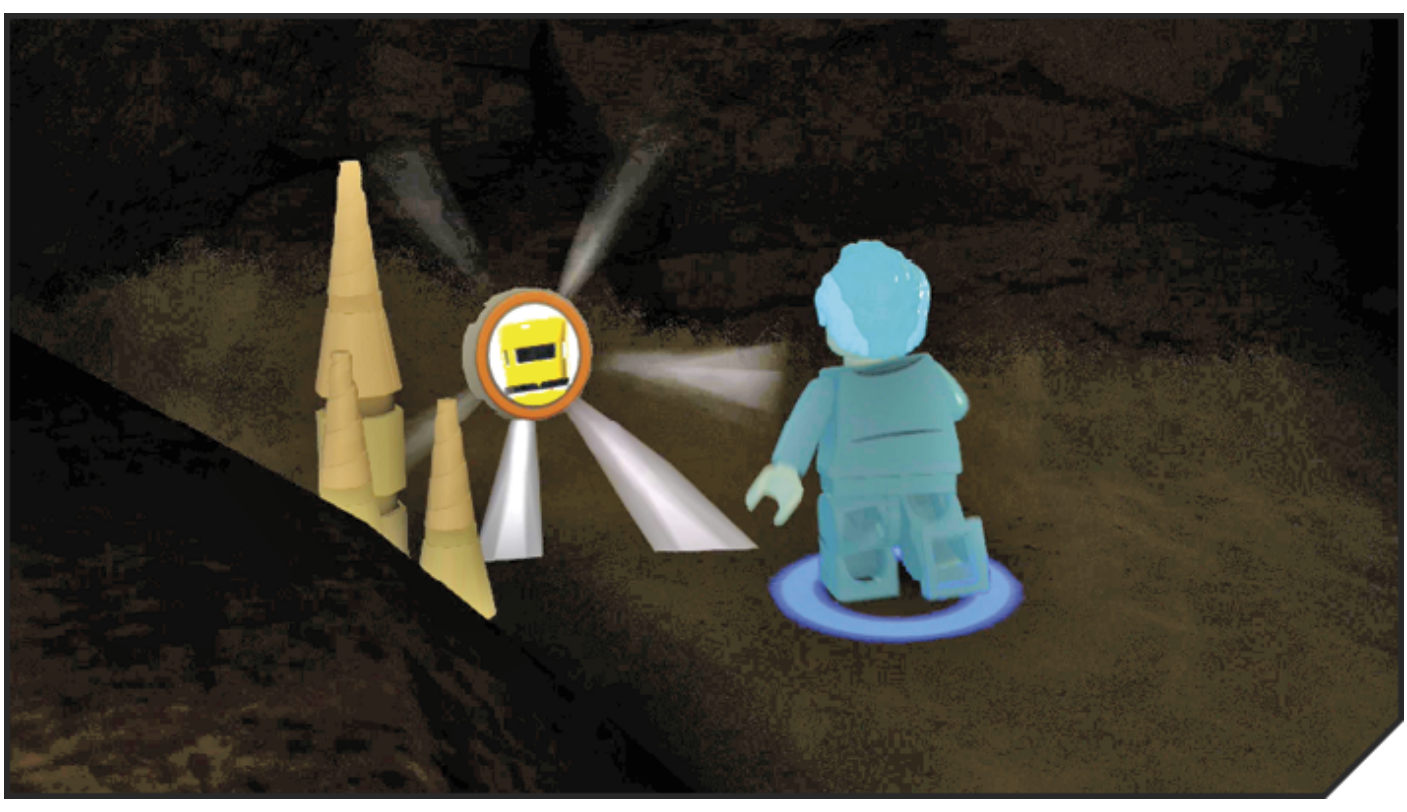
Hub 6: Malibu

Character Tokens: Discovered

A.I.M. AGENT >>>

Break through the cracked block directly ahead of the start point. The Character Token for A.I.M. Agent is in the back of the cave behind the cracked block.

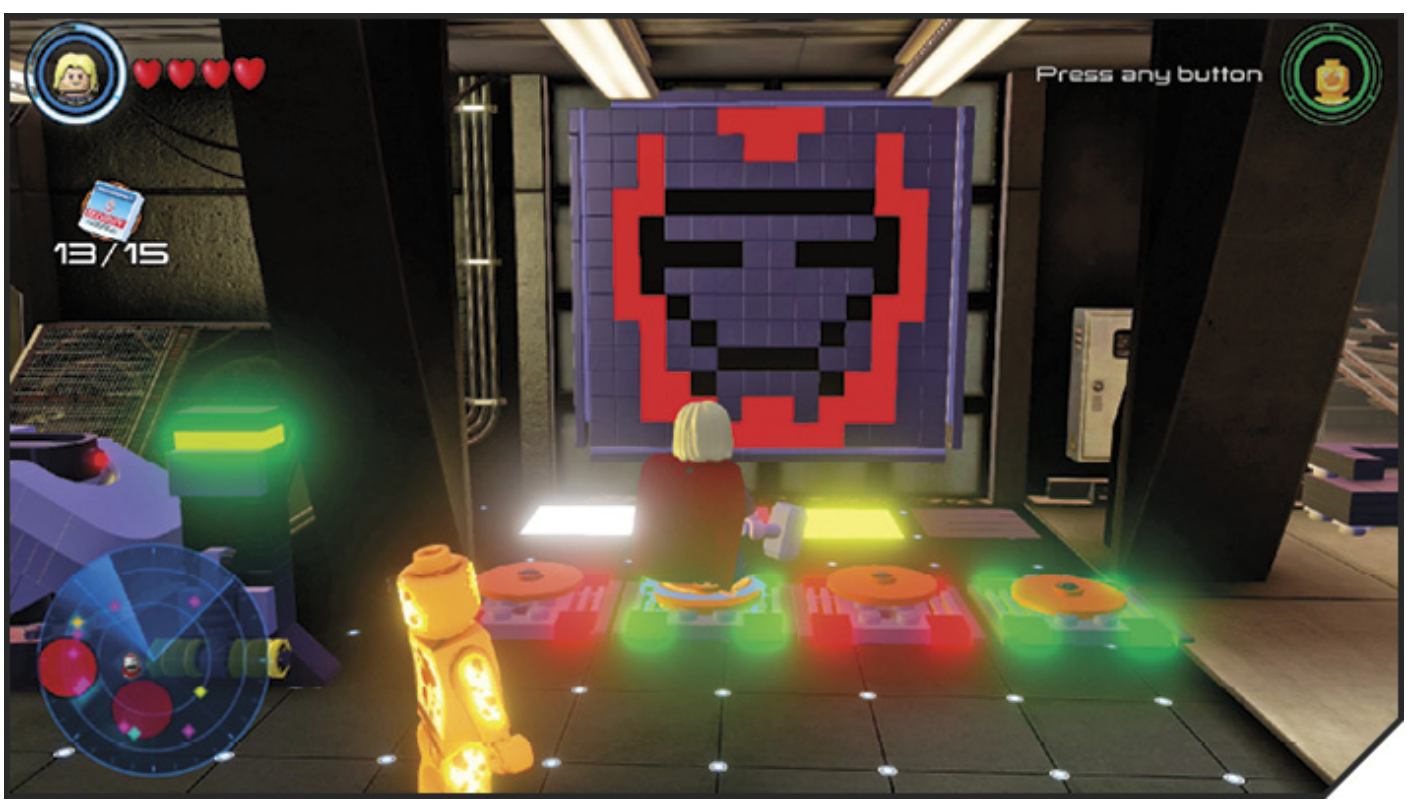


IRON MAN (MK1) >>>

In the Hall of Armors, use Telekinetic Power to pull apart a green workstation, then rebuild it into a switch. Pull the lever to open a container that has the Character Token for Iron Man (MK1).

IRON MAN (MK5) >>>

After unlocking the garage (earning a Gold Brick in the process), go down the ramp. Pull the switch next to a locked container. Note the order in which the colors fill in on the image of Iron Man's helmet. Step up to the four switches with different colored light bulbs over them. Pull down the switches in the same order as the lights filled in on the helmet.



IRON MAN (MK17–HEARTBREAKER) >>>

Attack the stack of boxes at the bottom of the steps coming down from the loft. Use the Grate to bypass the bars blocking the way to a locked container and a switch. Pull the switch to raise the bars and open the container, which has the Character Token for Iron Man (MK17 - Heartbreaker).

IRON MONGER >>>

Dig on the beach near the Vehicle Call-In Pad. Break apart the object that was under the sand to unlock Iron Monger.

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Hub 6: Malibu

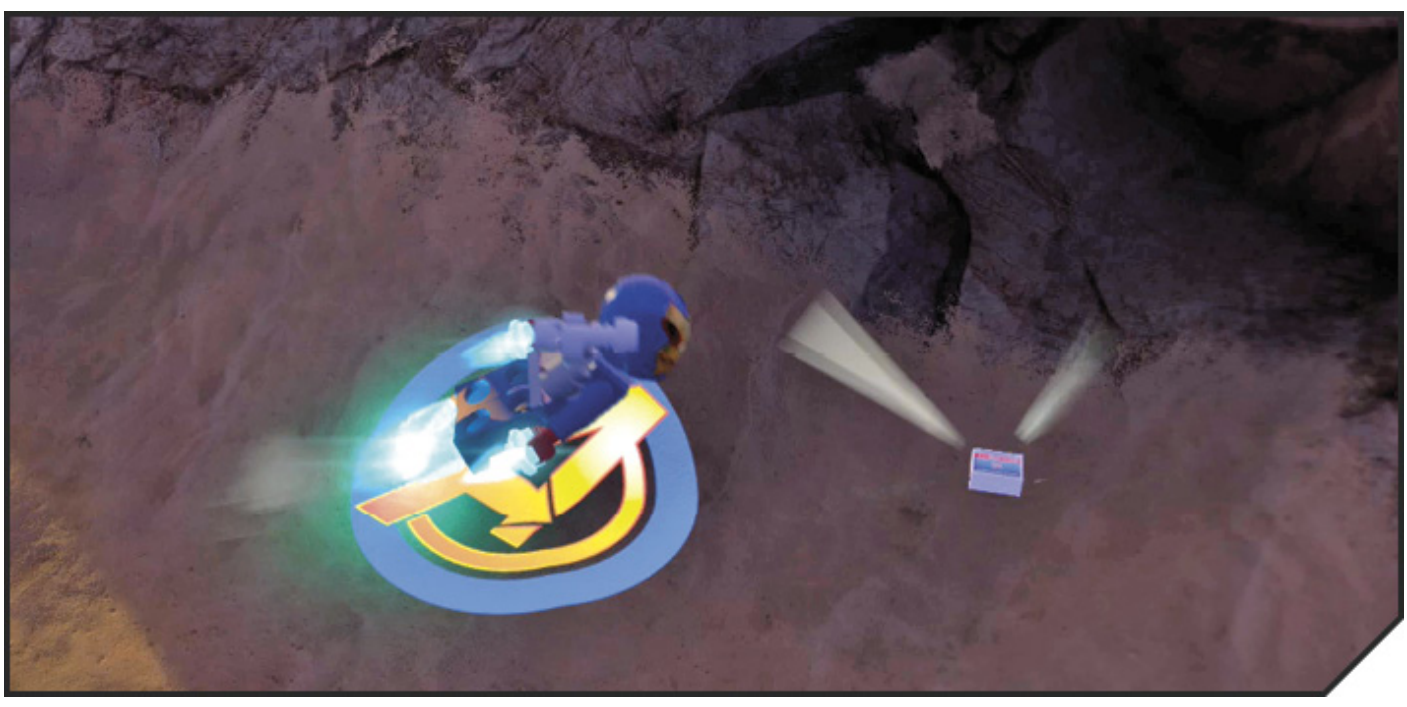
Character Tokens: Missions

AMADEUS CHO: I WRONG, MAN >>>

Amadeus Cho mistakenly pressed a button and released a few Iron Man suits. None of them have left the island but they won't go back into their cases easily. Follow Amadeus Cho and take out the Iron Man suits when they pop up to attack.

HAPPY HOGAN: RESPECT THE BADGE >>>

Someone hid fifteen security badges from Happy Hogan, who is not happy about it. The badges are all over the property, including down on the beach.



JUSTIN HAMMER: HAMMER TIME >>>

Watch Justin Hammer jump between tiles. Touch the same tiles as he does in the same order. Touching the wrong tile resets your try. Match Justin Hammer's squares three times to unlock him.

THE MANDARIN (TREVOR SLATTERY): PANDERING TO THE MANDARIN >>>

Twenty Extremis-fueled goons are about to attack The Mandarin and he's not one for fighting. Defend The Mandarin from the attackers to unlock him.

RESCUE: BYE-BYE, BUNNY >>>

Pepper Potts wants a Hulk selfie to use with the advertisement she plans to post about the giant stuffed bunny. Scan the area near the bunny and turn both levers to position the bunny properly before bringing in the Hulk for a picture.

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Hub 6: Malibu

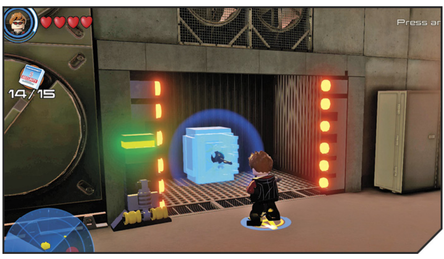
Gold Bricks

GOLD BRICK 1 >>>

Pull the switch against the fence on the bluff above the beach. Watch the lights on the columns as they blink green. Step on the pressure pads in front of the columns in the same order as the lights blinked.

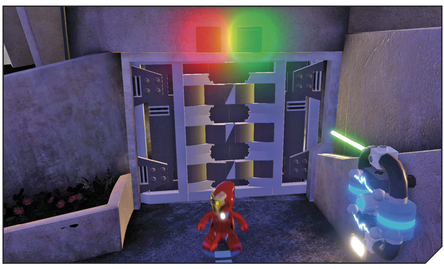
GOLD BRICK 2 >>>

Go down the steps in the back of the house to reach the Hall of Armour. Go straight across the room toward the blue LEGO safe behind lasers. Break apart the computer terminal and rebuild it into a switch. Pull the switch to power down the lasers, then hit the blue LEGO safe with a sonic ability.



GOLD BRICK 3 >>>

Repair the broken Electricity Panel near the silver Iron Man statue outside the home. Charge the panel to turn one of the two red lights over a nearby door to green. Hop over the short wall into a grassy area and scan to reveal another Electricity Panel. Charge that panel to open the door to the Garage and earn a Gold Brick.

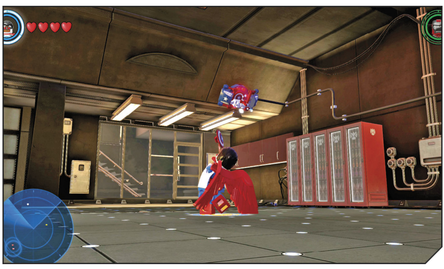


GOLD BRICK 4 >>>

There are five Iron Man helmets in close proximity to each other. One is on the roof of the house and the rest are on the rocks or beach. You have eight seconds to find a helmet after destroying one or you must restart. Start with the helmet on the roof and work down to the beach. Flying characters with a good ranged attack make this challenge easier.

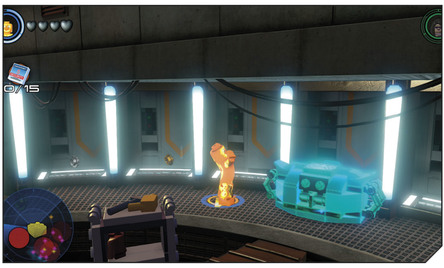
GOLD BRICK 5 >>>

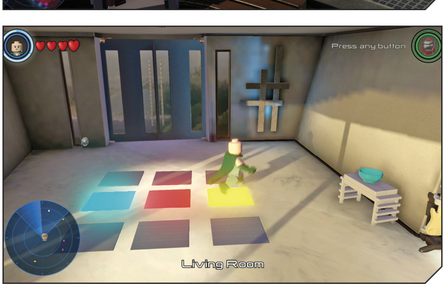
Target the Shield Switch in the Garage to restore power to a door. Collect the Gold Brick from behind the door.



GOLD BRICK 6 >>>

In the Hall of Armour, look for a black LEGO container near Amadeus Cho. Open it to get the Gold Brick inside.





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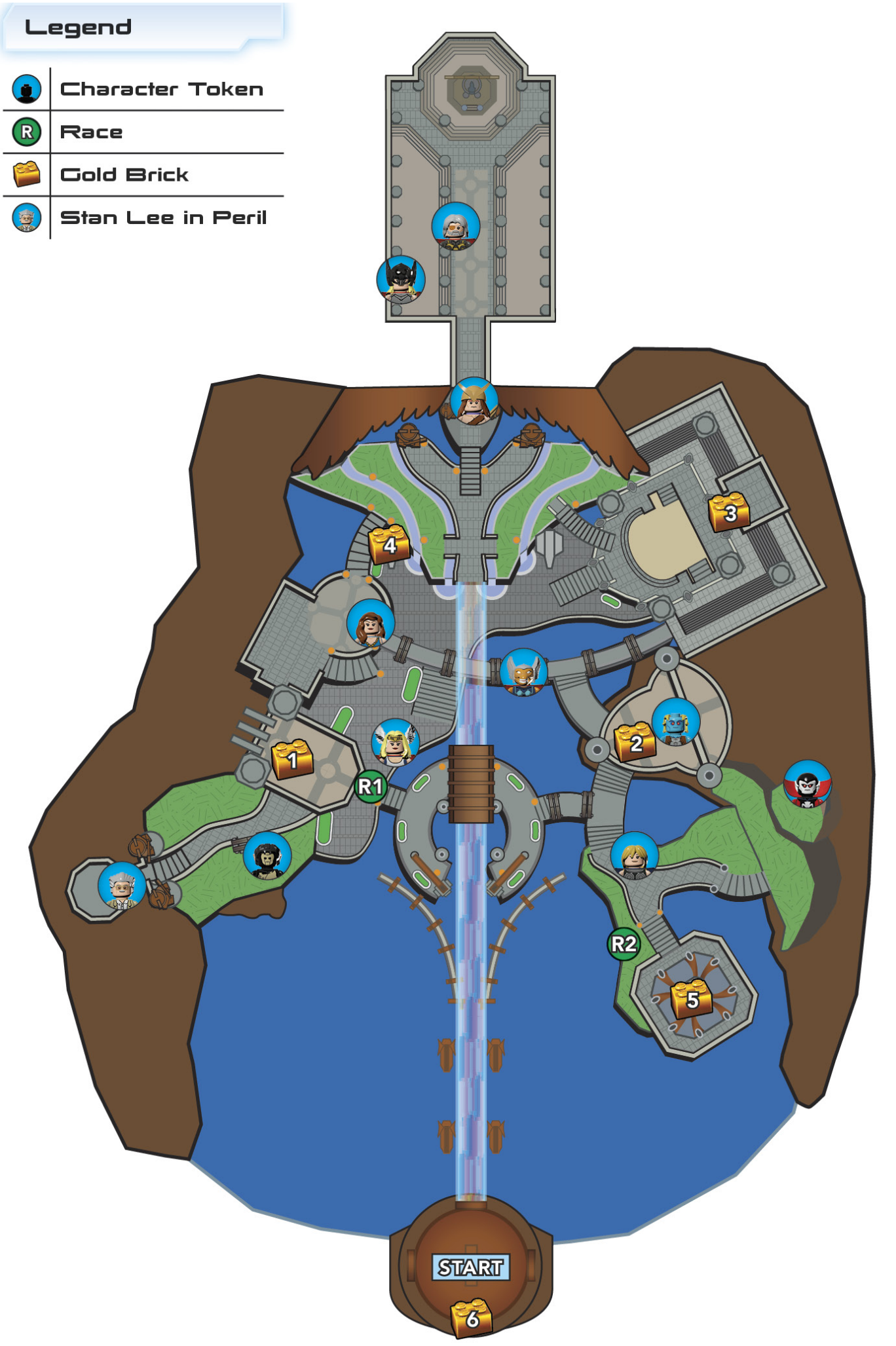
Hub 7: Asgard

Hub Overview



VEHICLES >>>

Gate Location: Air (Race 1) / Vehicle Unlocked: Loki's Chariot

Gate Location: Ground (Race 2) / Vehicle Unlocked: Malekith's Ship (mini)

STAN LEE IN PERIL >>>

Dig in the pile of dirt outside the State Room to unearth a container made from black LEGO bricks. Open the container and use its contents to make a switch that turns off the energy field. Go inside the room and extinguish the flames.

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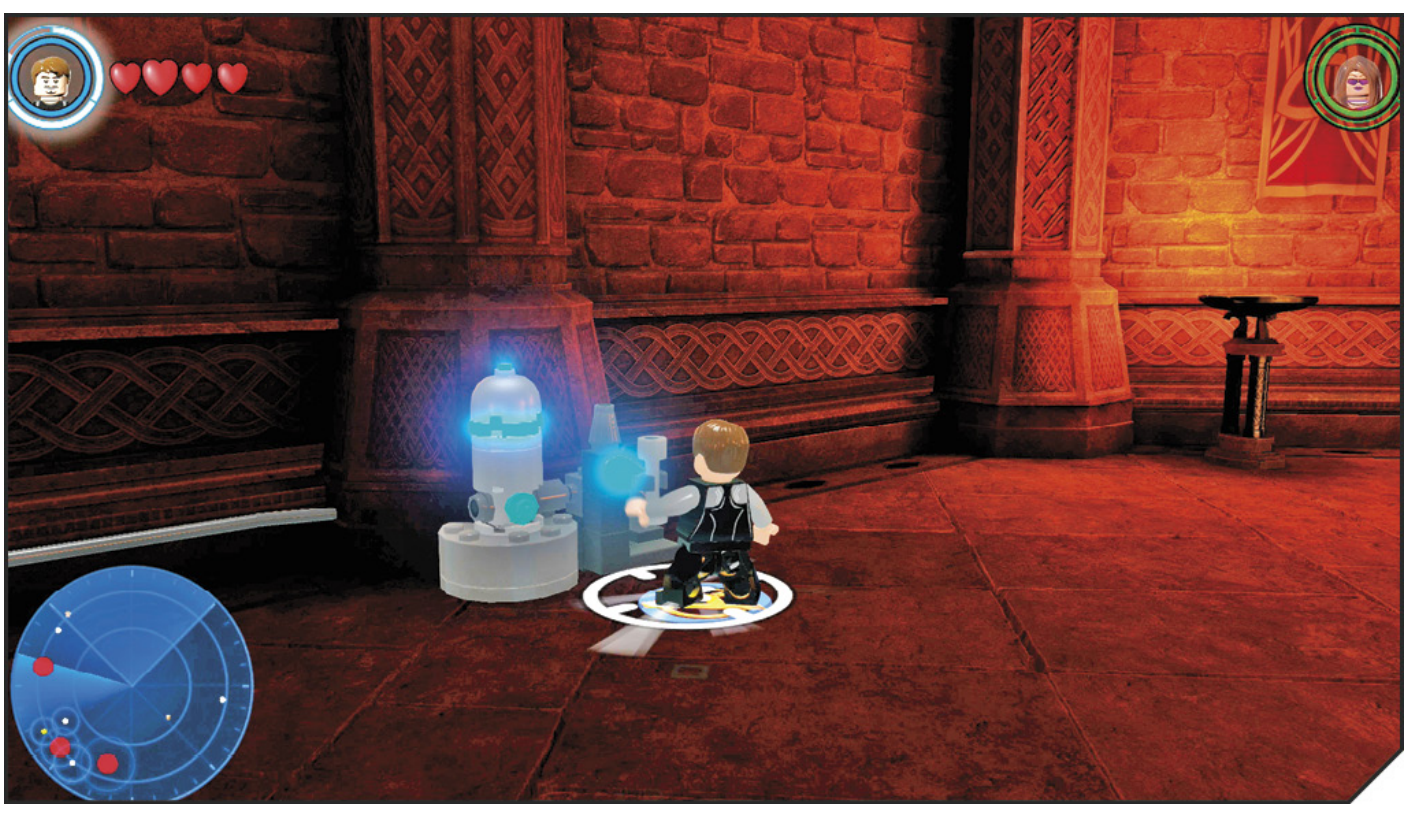
Hub 7: Asgard

Character Tokens: Discovered

ARKON >>>

Enter the Undercroft and use the gray control device once to break apart an object inside an energy cage. Use the control device again to make it safe to get to the bricks left behind. Assemble the bricks into a Super Speed Pad, then use the control device again.

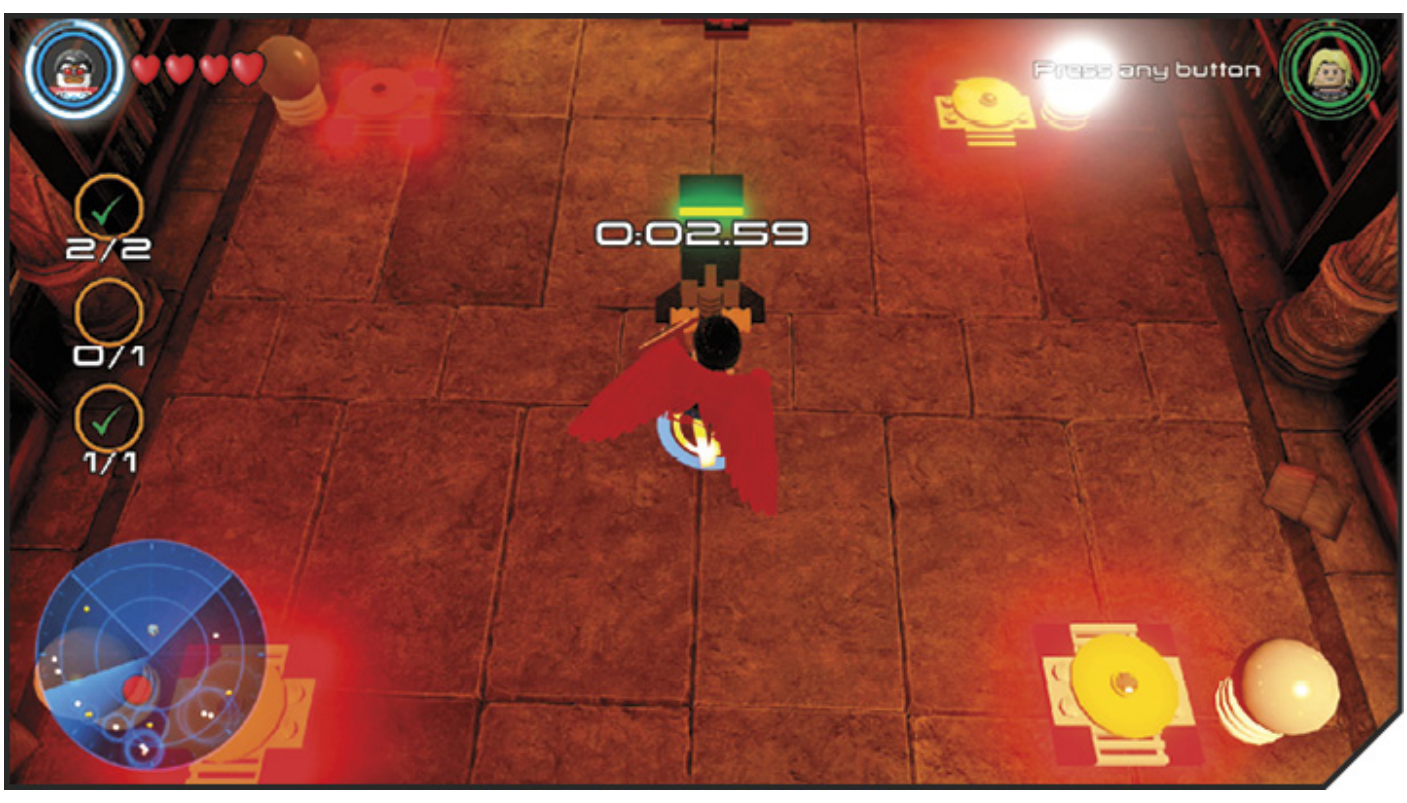
Use the ramp to get into the area under the first that you cleared out. Tag to a character who can repair the switch inside the energy field, then use the switch. Stealth past the security camera over the grip walls and use the nearby switch. Navigate the sliding platforms on the side opposite the grip walls. When both switches are down, the locked container below opens.



LAUFEY >>>

The guards open the double doors on the main floor of the Library when anyone approaches them. The room beyond the doors has a single switch and four pressure pads. Pull the switch and hurry to the pressure pad in front of the light that turns on. Watch for the next light and hurry to that pad before the timer expires. Continue this until the locked container at the front of the room opens.

Unfortunately, someone else steals the Character Token inside before you can claim it. Walk out of the room to begin a fight against Laufey. Once defeated, Laufey becomes unlocked.



MIGHTY DESTROYER >>>

Use the S.H.I.E.L.D. Access Terminal at the Convergence Spot to clear the lasers blocking the cracked brick walls. Break through the cracked brick to uncover the Character Token for Mighty Destroyer.

THOR (JANE FOSTER) >>>

Look for a chest inside the Imperial Palace of Asgard. Look for an Asgardian not too far away you can Mind Control. Direct her to step on a pressure pad, which moves a small elevator up to a series of platforms. Press the red button to move the other platforms in place. The second red button starts a timer.

Jump on the small platform above the first button, then ascend the ladder. Jump to the left, then up to the next platform. Hurry to the right and pull the switch to activate the Technology Panel. Use the panel to turn the pieces on the screen until they make the Avengers logo.

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Hub 7: Asgard

Character Tokens: Missions

BETA-RAY BILL: ARE YOU THOR REAL? >>>

Beta-Ray Bill needs someone to guide him to the places he needs to perform his “meet and greet” duties. Guide him to the red dots on your radar to allow him to fulfill his duties.

DARK ELF: FIGHTING IS BAD FOR YOUR ELF >>>

Speak with Malekith to begin a fight against thirty Dark Elves. After you win the fight, he begrudgingly admits defeat and Dark Elf becomes unlocked.

LORELEI: EATING YOURSELF UP >>>

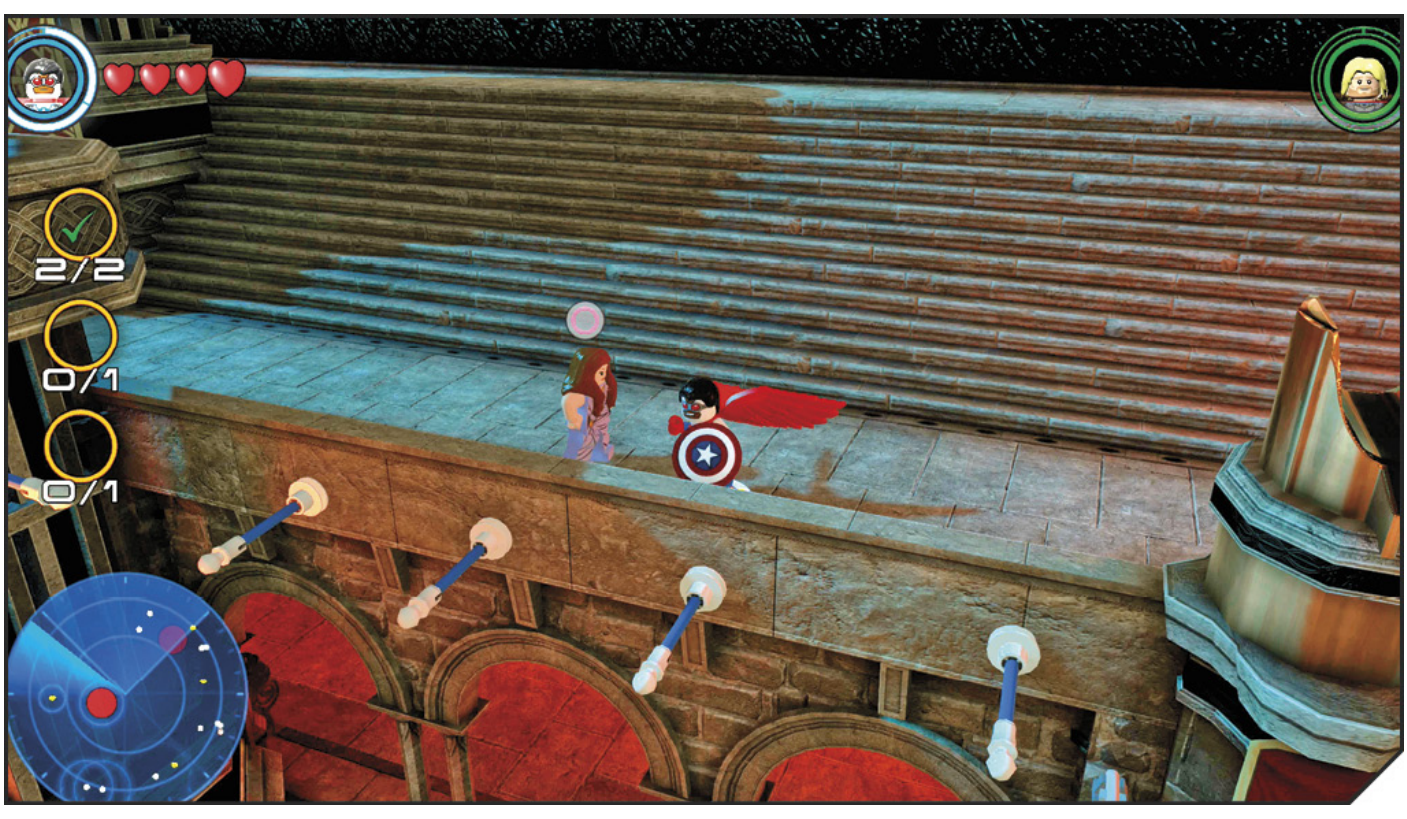
Fandral must restock his food supply for an upcoming feast. Scour Asgard for the food and drinks he needs by following the red dots on your radar. Return to Fandral with your haul to unlock Lorelei.

THOR GIRL: THOR THROWDOWN >>>

Accepting this quest begins a fight against Ragnarok, a clone of Thor. Defeat Ragnarok in this one-on-one fight (your character is unable to jump during the fight) to unlock Thor Girl.

VALKYRIE: VALKYRIOR VACANCIES >>>

The ranks of the Valkyrior have thinned and need replenishing. Follow the red dots on your radar for recruits to send back to Valkyrie. Once you send four Asgardians her way, Valkyrie becomes unlocked.



ODIN: STEALTHY SELFIE >>>

Odin has set guards to prevent anyone from taking “selfies” near his throne. Hit the two gongs near the throne to distract both sets of guards. When they’re looking away, hurry up to the throne and take the picture.

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Hub 7: Asgard

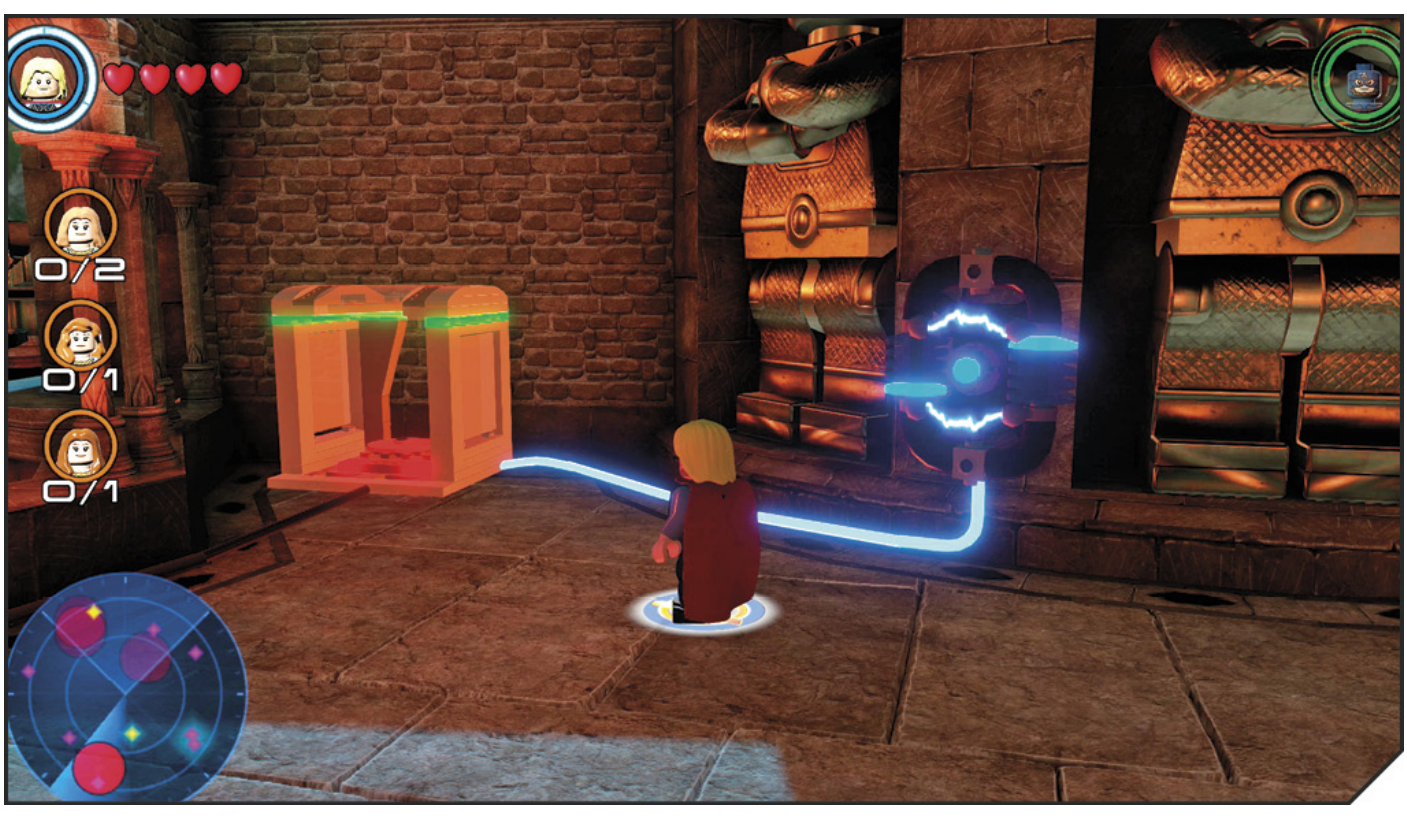
Gold Bricks

GOLD BRICK 1 >>>

Melt the gold LEGO statue of Odin high up on the tower, but be prepared for Asgardian resistance. When the statue and guards are out of the way, switch your characters to Captain America and Thor. Use the Shield Smash Pad to clear out the boulders and reveal the Gold Brick.

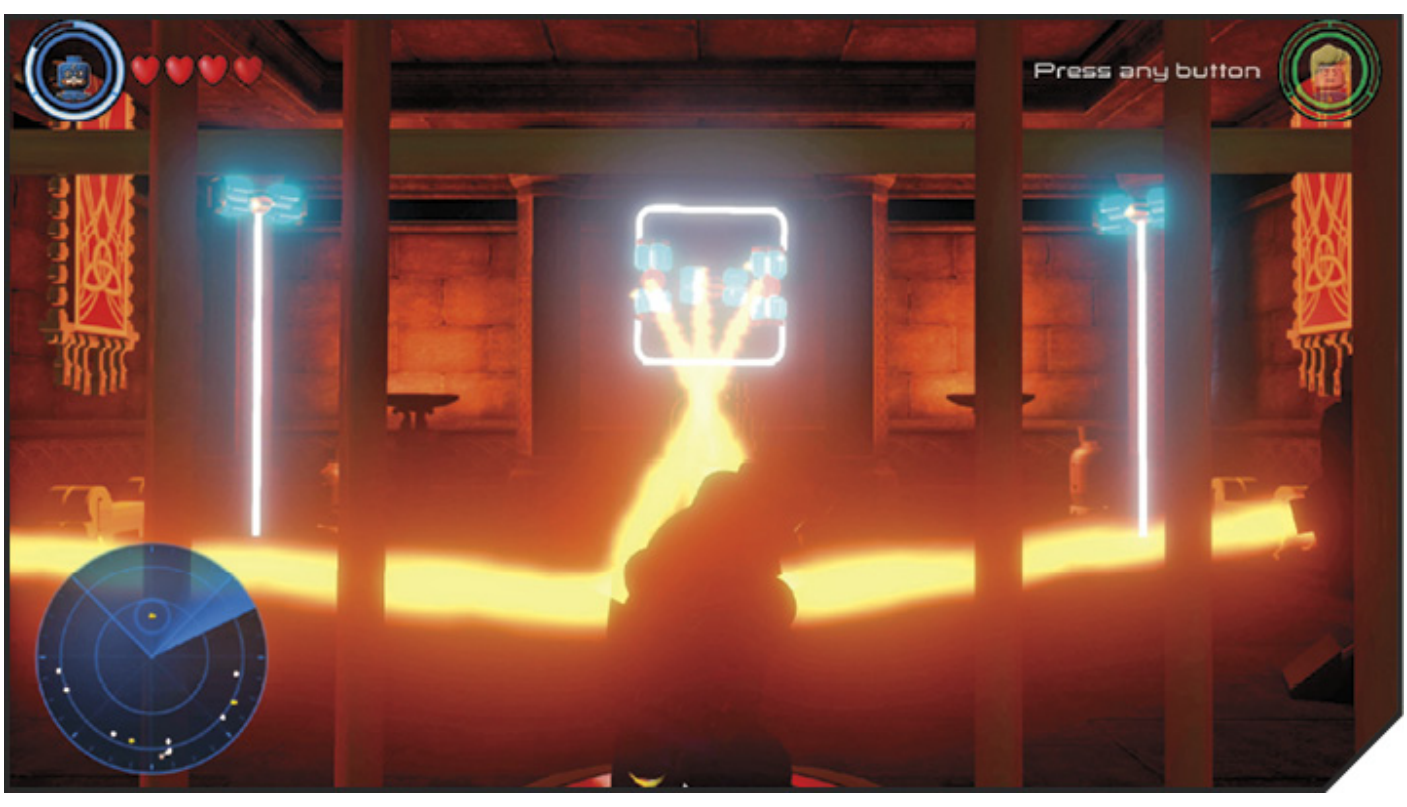
GOLD BRICK 2 >>>

Get to the top of the Library and charge the two Electricity Panels on the wall. Step on the pressure pads inside the boxes (both must be down at the same time) to complete the circuit to the locked container in the back of the room.



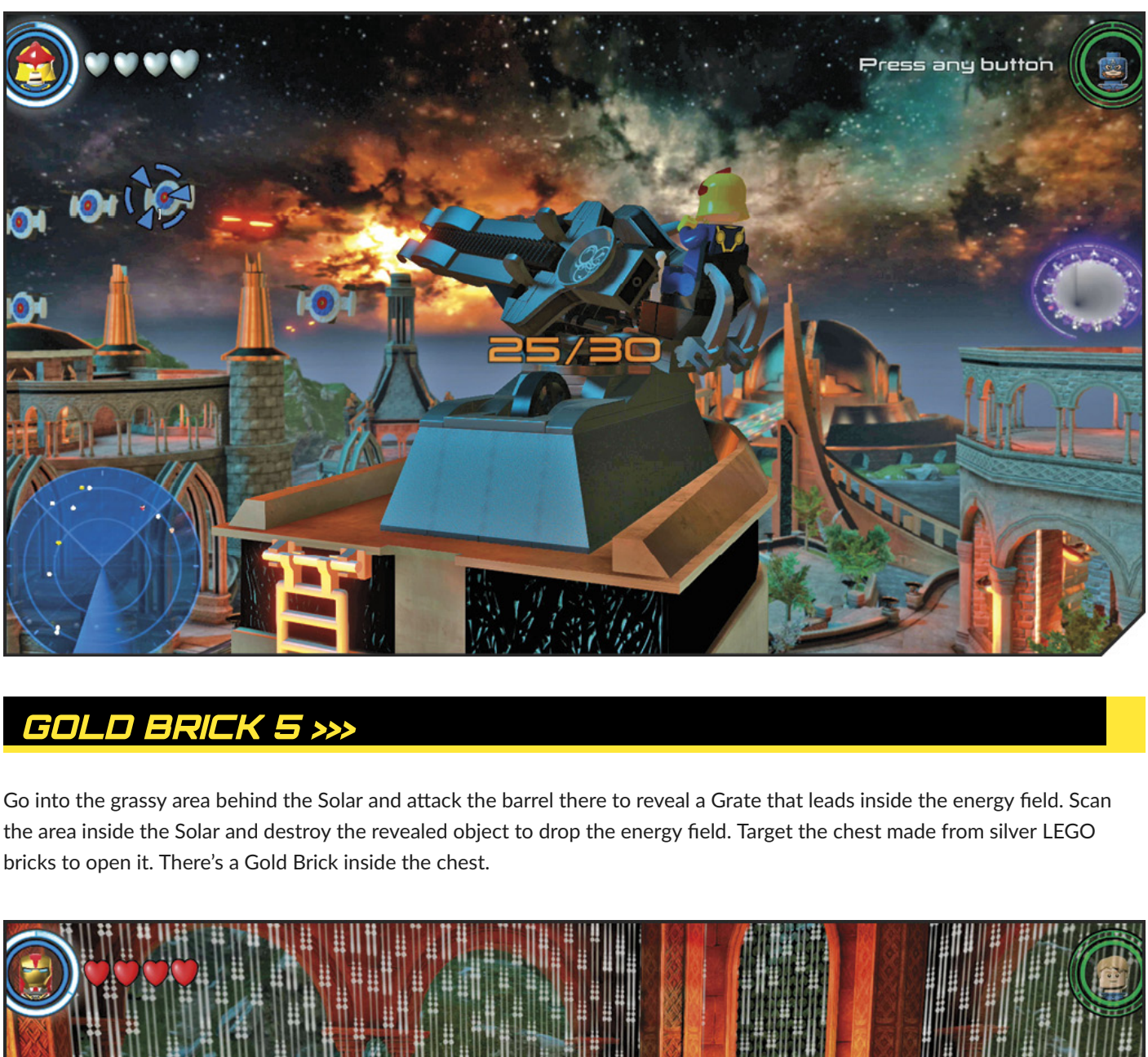
GOLD BRICK 3 >>>

Enter the building in the Training Grounds behind the training dummies. Hit the Shield Switch to open the bars and start up three laser cannons. Move atop the Shield Deflect Pad and redirect the lasers at the glowing blue objects on the opposite wall.



GOLD BRICK 4 >>>

Take control of one of Asgard's defense turrets and shoot the targets that appear. You must hit 30 targets to earn a Gold Brick.



GOLD BRICK 5 >>>

Go into the grassy area behind the Solar and attack the barrel there to reveal a Grate that leads inside the energy field. Scan the area inside the Solar and destroy the revealed object to drop the energy field. Target the chest made from silver LEGO bricks to open it. There's a Gold Brick inside the chest.

GOLD BRICK 6 >>>

Open the black LEGO container outside the entry point for the Rainbow Bridge.

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LEGO MARVEL AVENGERS

Manhattan

Overview

As any Marvel Super Hero can attest, there's always something happening in Manhattan. You'll stay busy finding Gold Bricks, unlocking vehicles by completing racing challenges, undertaking missions with Character Tokens as rewards, and saving Stan Lee in Peril in a variety of locations.

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Manhattan

Points of Interest in Manhattan

There are also other points of interest found throughout Manhattan. S.H.I.E.L.D. agents alert you to random criminal activity as you explore the borough, and Vehicle Call-In Pads dot the map.

VEHICLE CALL-IN PADS >>>

Vehicle Call-In Pads have two uses. Their first use is to purchase any vehicles you unlocked while playing the game, primarilly by clearing racing challenges in Manhattan. Second, you can summon any unlocked vehicle, then drive or fly it around. In Manhattan, they have an extra ability, one that sends you quickly to the S.H.I.E.L.D. Helicarrier.

Land Vehicle Call-in Pad

Air Vehicle Call-in Pad

CRIMINAL ACTIVITY >>>

Some crimes, committed by non-super powered criminals, pop up while you're exploring Manhattan. Watch for S.H.I.E.L.D. logos to appear on your radar while also listening for S.H.I.E.L.D. agents to call out crimes as they happen. There are three types of crimes to stop: single-person pursuit, harrassment by multiple criminals, and car chases. Stopping these crimes earns you gratitude and a hefty boost to your stud total.

Single-Perp Pursuit

Most often an attempt to steal someone's purse or bag, a solo criminal attempts to flee with their ill-gotten goods. Attack the criminal until they give up and drop what was stolen.

Car Chase

Car chases are essentially the same as single-perp pusuit, but with a car or truck involved. Chase down the vehicle and hit it until it falls apart.

Harrassment by Multiple Criminals

Some criminals think assault and battery is a group activity. The good news is you don't need to chase down these miscreants. They'll turn their attention to your heroes and attack.

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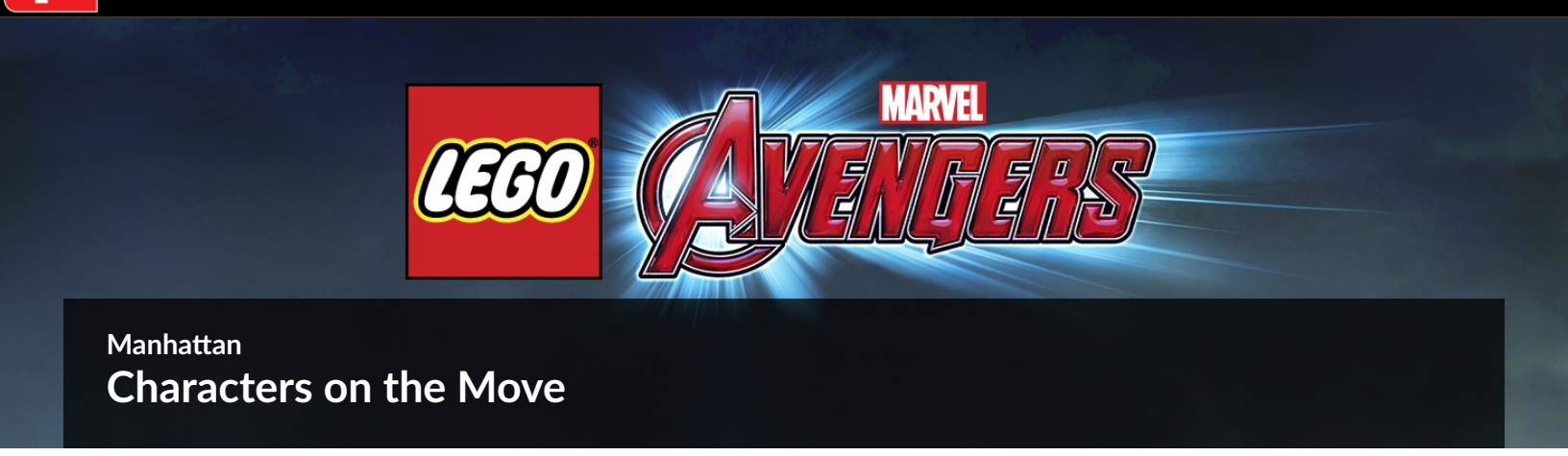

Manhattan

Characters on the Move

The characters listed in the following tables appear at a location only after you complete the steps leading up to it. Each table is independent of each other, so you do not need to complete Peggy Carter's missions before saving Stan Lee from his perils.

Peggy Carter

Mission	Location	Character Unlocked	Description
Automatter Of Fact	China Town	Squirrel Girl (Classic)	Scan the front of the café to get the parts needed to build a jukebox. Hit the jukebox to move the other patrons. Repair the door to get inside.
Peggy in a Pickle	Residential District	Finesse	Help Agent Carter get back to the Griffith Hotel by fighting through the S.S.R.
Stalk with Me	Forest	Trauma	Stay behind Agent Carter while she tails a suspect.
Udderly Shocking	Industrial District	Blue Marvel	Follow Agent Carter to the Dairy Factory. Attack the dairy truck and build a switch. Pull the switch, then stealth up to the next switch. Build one more switch to reveal Agent Carter's objective.
Carting Carter	Residential District	Hellcat	Drive Agent Carter to her destination. Get any vehicle with two seats and follow the holographic studs.
Pipe Dreams	Industrial District	Lightspeed	Repair the sewer access hatch, then break down the nearby objects to get the bricks you need to fish up the lost keys.
A Refined Taste	Times Square	Iron Man (MK38 - Igor)	Defeat 20 Roxxon guards to clear the way for Agent Carter.
Carting Carter 2: Cart Harder	Financial District	Red She-Hulk	Drive Agent Carter to Angie's audition.
The Betty's Off	Residential District	Striker	Pull the switches around the outside of the gated-off area. One switch must be repaired and another is hidden until you scan for it. Build another switch inside the first gated area to open the second gate.
Midnight Malarky	Slums	Agent Carter (Retired)	Three gas-emitting devices are disguised to look like exterior vents. You must destroy three sets of cannisters that feed the gas emitters. One is behind a gold LEGO door. A second requires repairing a switch. The third are hidden until scanned.

Lou Ferrigno

Mission	Location	Character Unlocked	Description
Ragey Taxi	Financial District	Wendigo	Drive Lou Ferrigno to the other side of town.
The Jury is Out	Central Park	Ant-Man (Classic)	Find the jury that the Hulk scared away.
Getting Shirty	Times Square	Speed	Pick up Lou Ferrigno's shirts for him.
Two Hulks Are Better Than One	Central Park	Lou Ferrigno	Take a Hulk Selfie with Lou Ferrigno.

Stan Lee in Peril

#	Location	Description
1	Roxxon Power Station (Times Square)	Stan Lee is stuck behind a fire atop the smokestack of the Roxxon Power Station. Put out the flames to save him.
2	Construction Site (Industrial District)	Blast the silver LEGO lock off the door to the scaffolding.
3	Yorkville (Residential District)	Stan Lee's hanging from the hook of a giant crane. Scan and Dig around the nearby water tower to reveal the switches needed to save Stan Lee.
4	S.H.I.E.L.D. Helicarrier	Stan Lee's caught in a cage underneath the helicarrier. Pull one of the switches when the needle is in the green, then shoot the two targets that appear. Repeat the same process on the other side to free Stan Lee.
5	Upper West Side (Slums)	Stan Lee is trapped under a car. Attack the car to free Stan Lee.
6	East Harlem (Slums)	Extinguish the flames keeping Stan Lee trapped near a brick wall.
7	Marvel H.Q. (China Town)	Scan the area near Stan Lee to reveal three gold LEGO targets. Melt each target to save Stan Lee from electrocution.
8	Upper West Side (Industrial District)	Use the Grate on the brick wall near the greenhouse to get inside with Stan Lee. Break apart the boxes and reassemble them into a switch that opens the greenhouse door.
9	Avengers Facility (Forest)	Break apart the car at the base of the hill where Stan Lee is caught under a rock. Build a Speed Boost Ramp from the leftover bricks. Smash the rock, then remove the last bits with Telekinetic Power.
10	Liberty Island (Financial District)	Use Telekinetic Power to move the rock that has Stan Lee pinned down on Liberty Island's dock.
11	Inwood (Forest)	Extinguish the fires threatening Stan Lee's campsite behind the Stark Expo billboard.
12	Central Park	Break apart three park objects underneath the tree where Stan Lee is trapped. Build three levers and turn them to raise platforms for him to hop down safely.
13	Lower East Side (China Town)	Look for Stan Lee hanging from the edge of a building. Pull the Red Grapple Handle free of the Electricity Panel, then charge the panel to extend a platform.

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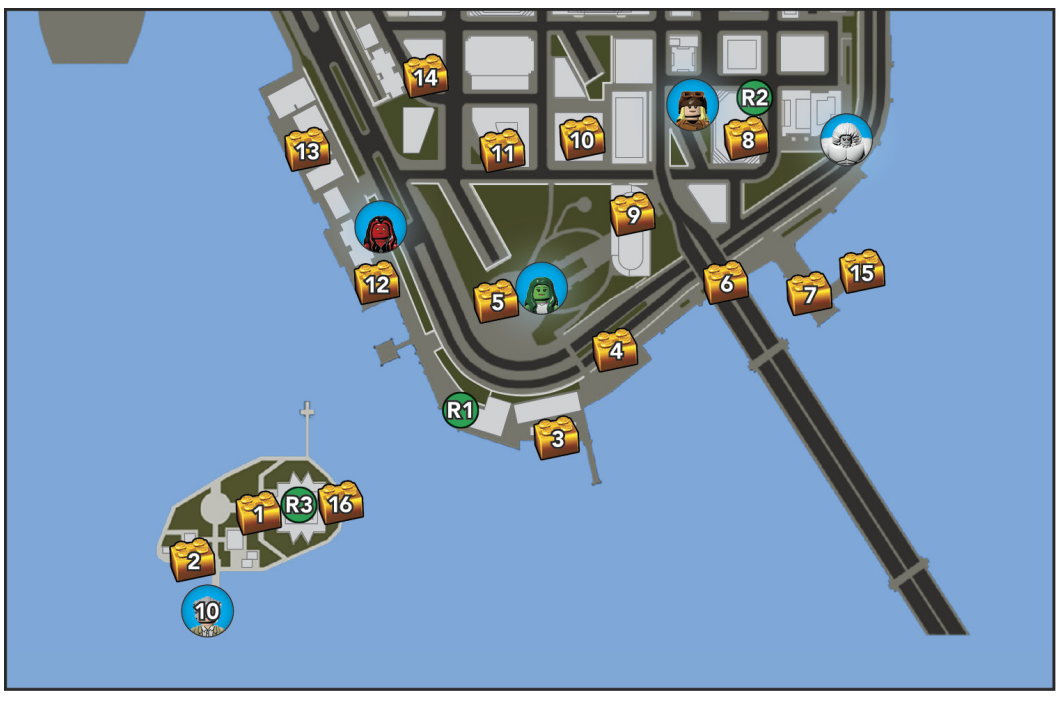
Manhattan

Financial District



Legend

- Character Token
- Race
- Gold Brick
- Stan Lee in Peril

Character Tokens

Icon	Character	Mission	Description
	She-Hulk	Trial By Fury	Walk around with She-Hulk and take out 3 groups of villains.
	Cloud 9	Walking on Air	Use Mind Control to guide civilians to safety over shrinking cloud platforms.
	Red She-Hulk	Carting Carter 2: Cart Harder (8th Peggy Carter Mission)	Drive Agent Carter to Angie's audition.
	Wendigo	Ragey Taxi	Drive Lou Ferrigno to the other side of town. This is the first Lou Ferrigno mission.

Gold Bricks

#	Location
1	Use the Shield Deflect Pad to guide the laser into the nodes to open the door. Repeat the process in the basement(use the switch to reveal the nodes) to open the container.
2	On Liberty Island, Dig through the tunnel spot next to the container to reach a blocked off alcove with a switch inside. Pull the switch to open the container.
3	Target the blue LEGO bricks between two shipping containers with a sonic attack.
4	Use the Speed Boost Pad on the pedestrian bridge over the road to start a timer and touch two pressure pads. The run ends near a second Speed Boost Pad, which must be used quickly to get the other two pressure pads.
5	Lift the large manhole cover with Telekinetic Power.
6	Descend the stairs near the Vehicle Call-in Pad. Mind Control the man behind the laser fence. Use the platforms to reach the pressure pads to shut off the lasers. Then interact with the Black LEGO to get the brick.
7	Look for a S.H.I.E.L.D. Access Terminal under the awning of the building. Use the terminal twice, the second time with a HYDRA agent, to open the large doors.
8	Fly to the roof of the skyscraper. Crack the blue LEGO bricks and pull the switch behind them. Add arrows to the wall sockets to complete the circuit.
9	Blow up the silver LEGO statue. Use the leftover bricks to build a switch that turns off the lasers over the Grate. Go through the Grate and fly upward to get the Gold Brick.
10	Get to the roof of the Kronos Corporation buidling.Destroy the vents until you uncover a Dig spot. Dig up the switch that drops one side of the central cage. Laser-cut the pattern through the gold LEGO wall to reach the Gold Brick.
11	Avoid the security cameras sweeping the street and pull the switch to open the door. Break down the objects inside and build a Shield Switch, which opens the cage.
12	Scan the corner of the Pym Technologies building, then use the series of switches to remove the walls.
13	Attack the dumpster behind the building. Dig through the tunnel to get under the cage above.
14	Extinguish the fires burning in front of the red button. Press the button to open the nearby container.
15	Break through the round cover at the end of the dock.
16	Blast the large silver LEGO manhole cover at the base of the Statue of Liberty.

Races

#	Reward
1	Roxxon Van
2	Bruce Banner's Cycle
3	HYDRA Quinjet (mini)

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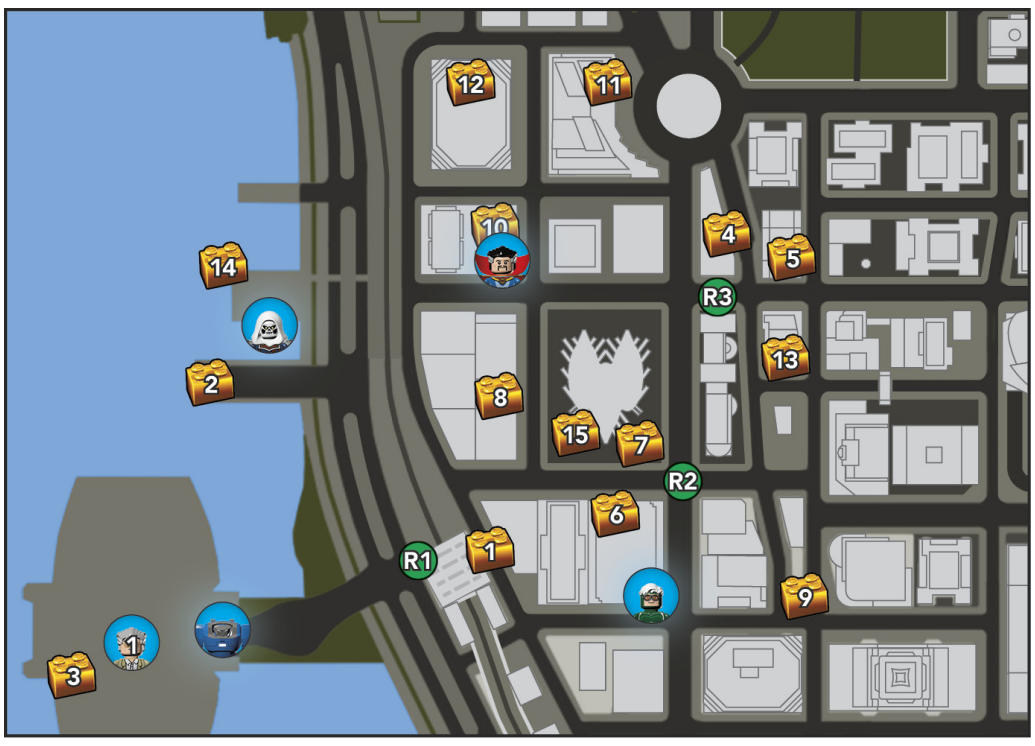
LEGO MARVEL AVENGERS

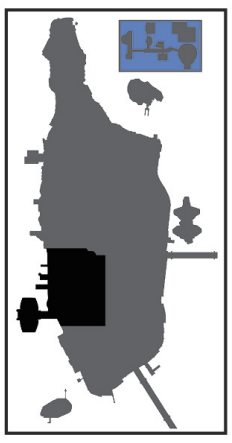
Manhattan

Times Square



Legend

- Character Token
- Race
- Gold Brick
- Stan Lee in Peril



Character Tokens

Icon	Character	Mission	Description
	Doctor Strange	Stranger Things Have Happened	Locate the “mentally defragmented” patients so that Doctor Strange can heal them.
	Taskmaster	Dance Master	Match the Taskmaster’s pattern on the squares.
	Iron Man (MK38 - Igor)	A Refined Taste (7th Peggy Carter Mission)	Defeat 20 Roxxon guards to clear the way for Agent Carter.
	Speed	Getting Shirty	Pick up Lou Ferrigno’s shirts for him. This is the third Lou Ferrigno mission.

Gold Bricks

#	Location
1	Pull the switch near the three pressure pads and note the order of the lights. Step on the pressure pads in front of the lights in that order. Repeat this two more times to earn a Gold Brick.
2	Stand on the concrete pier and hit 10 targets while they’re uncovered.
3	Behind the Roxxon Power Station, cut through the gold wall, then extinguish the fire behind it.
4	Scan the roof of the building to reveal a Red Grapple Hook, which activates a Technology Panel. Match the pattern of lights on the screen to open the container.
5	Melt the gold LEGO chest atop the Grate cover. Step on the pressure pad to drop the lasers around the continer. Blast the gold LEGO lock to open the container.
6	At the storefront with a large plant blocking the door, use Telekinetic Power to move the plant, the rocks behind it, and to build the chest.
7	Step on the eight pressure pads (one per floor) directly under the locked container.
8	Break through the two cracked walls. Build a switch in one to open the container in the other.
9	Get to the top of the grip walls, then use stealth to get past the security cameras. Shoot the targets to activate the S.H.I.E.L.D. Access Terminal.
10	On Doctor Strange’s roof, pull the levers to open a path to the switch behind the bars. Mind Control the man behind the bars to pull the lever to open the way to the Gold Brick.
11	Hit the Shield Switch on the back wall of the shop.
12	Spin around the 10 Twirl Poles that drop down when used.
13	Charge three Electrical Panels to light up three billboards. The panels are on different floors of the same building.
14	Attack the large manhole cover on the pier next to the stage.
15	Blast the large silver LEGO manhole cover in the middle of the hexagonal concrete tiles.

Races

#	Reward
1	Quinjet (Mini)
2	S.H.I.E.L.D. Car
3	Chitauri Chariot

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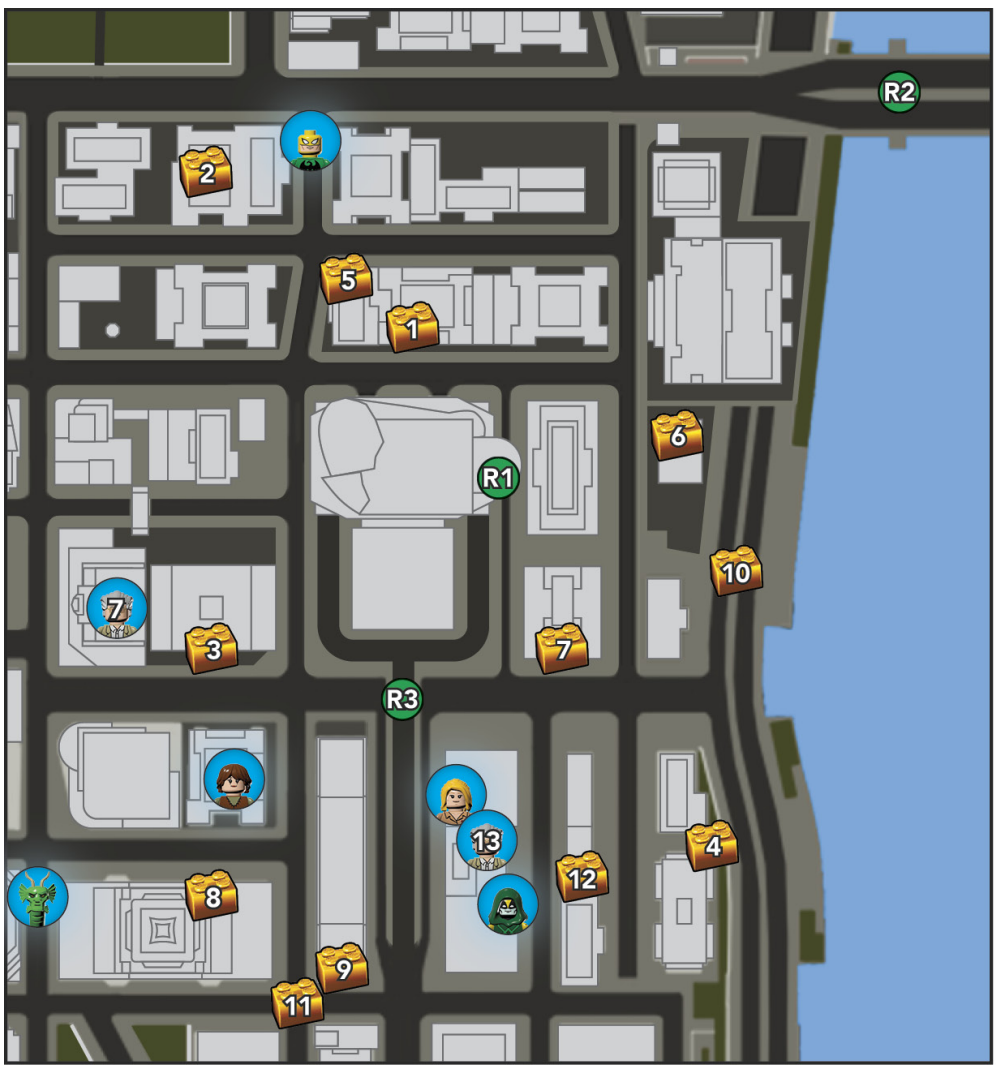
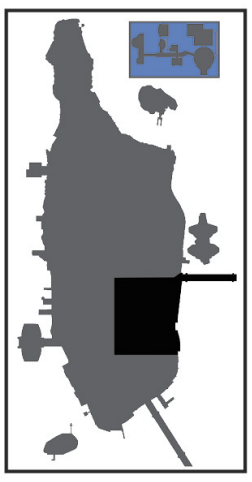
LEGO MARVEL AVENGERS

Manhattan
China Town



Legend

	Character Token
R	Race
	Gold Brick
	Stan Lee in Peril



Character Tokens

Icon	Character	Mission	Description
	Ronan the Accuser	N/A	Fight and defeat Ronan the Accuser on a rooftop
	Beth the Waitress	Latte Arrival	Help Beth the Waitress get her customers back
	Iron Fist	How Now, Shou-Lao?	Guide Iron Fist around to find the real Shou-Lao.
	Fin Fang Foom	F.F.F.F.F.F.F.F.F.F	Collect the ingredients for Fin Fang Foom.
	Squirrel Girl (Classic)	Automatter Of Fact (1st Peggy Carter Mission)	Help Agent Carter to get into the café. Scan the front to get the parts needed to build a jukebox. Hit the jukebox to move the other patrons. Repair the door to get inside.

Gold Bricks

#	Location
1	In the alley between buildings, use the Green Strength Handles to open the door. Charge the Electricity Panel and repair the generator.
2	Get up to the roof and alternate between attacking silver LEGO objects and gold LEGO objects until you get a Gold Brick.
3	Use the Grate in the street to get inside the bulding. Pull the switch to lower the bars. Laser-cut through the gold wall to get the Gold Brick.
4	On the top level of the fire escape, use Telekinetic Power and a Shield Switch to reach a S.H.I.E.L.D. Access Terminal, then a Gold Brick.
5	Scan the sidewalk in front of a sporting goods store, then build a Speed Boost Pad. Use the Speed Boost Pad to hit the pressure pads and open the container.
6	Extinguish the burning pools of oil on the roof. Use the pressure pad and switch to open the container.
7	The S.H.I.E.L.D. Access Terminals shut off the lasers but turn on security cameras. Use stealth and the Twirl Poles to get to the switch that opens the container.
8	On the roof is a series of Electricity Panels. Choose the top one from the first row. The middle panel from the second row and the bottom panel from the last row.
9	Take out the blue LEGO tube above the storefront. Use the bricks from that to build a Red Grapple Handle, which shuts off power to the lasers. Destroy the blue LEGO safe inside to get the Gold Brick.
10	Dig up a chest buried under the pedestrian bridge.
11	Destroy the gold LEGO cover on the roof.
12	Inside the restaurant next to a deli, use the black LEGO object to build a lever to open the container.

Races

#	Reward
1	Quinjet (S.H.I.E.L.D.)
2	Ultron Ship
3	Captain America Monster Truck

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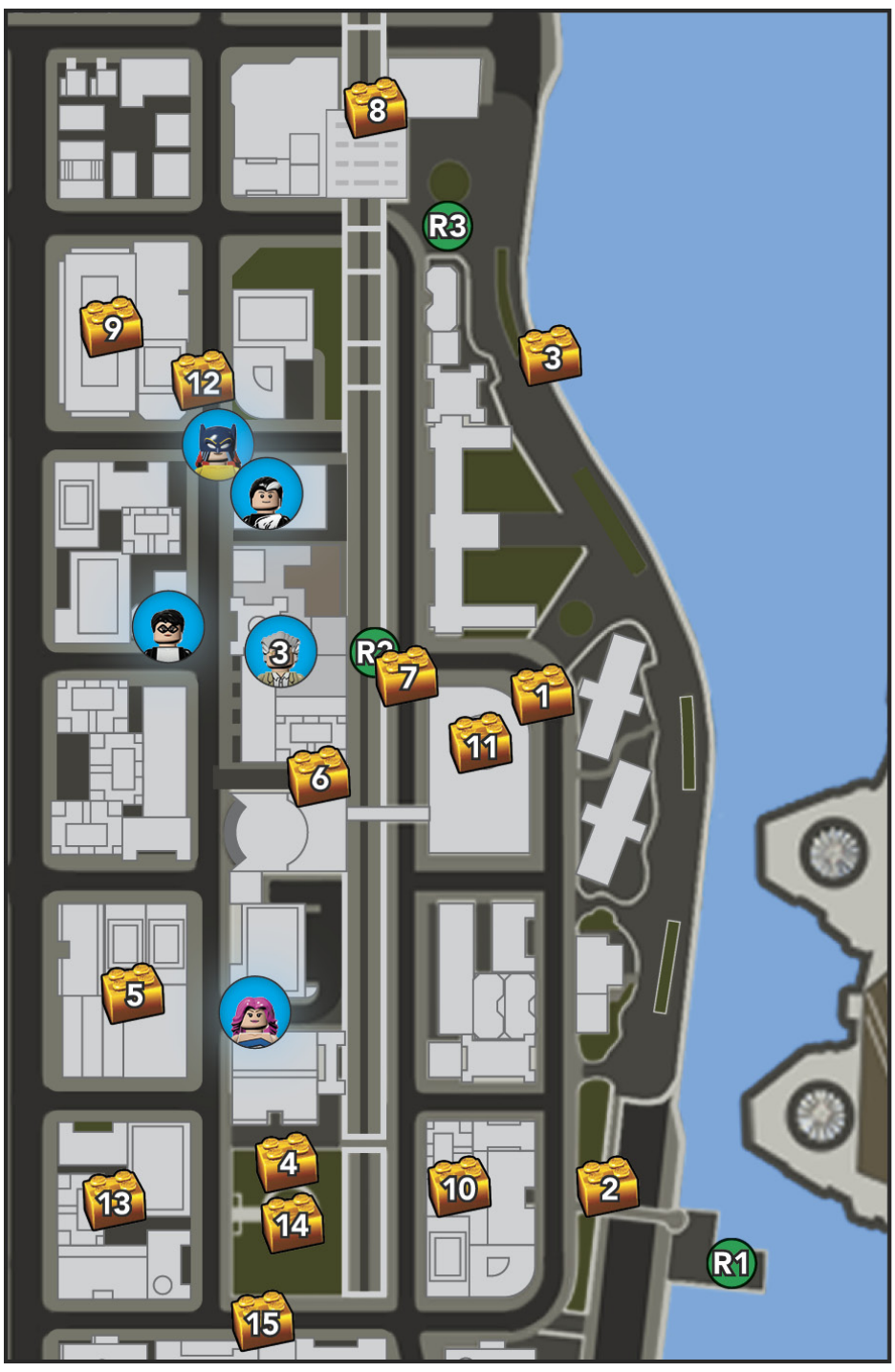
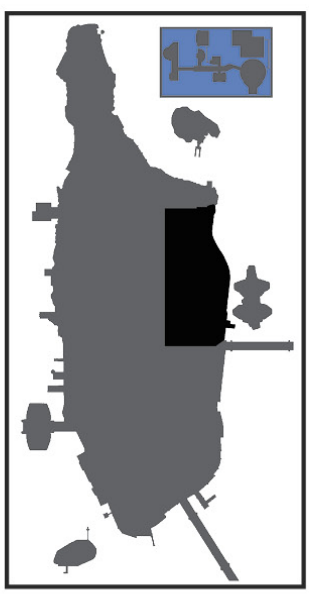
Manhattan

Residential District



Legend

Character Token	
R	Race
Gold Brick	
Stan Lee in Peril	



Character Tokens

Icon	Character	Mission	Description
	Jewel (Jessica Jones)	Au Pair Not There	Help the applicants for Jewel's (Jessica Jones) nanny job get to their interviews.
	Finesse	Peggy in a Pickle (2nd Peggy Carter Mission)	Help Agent Carter get back to the Griffith Hotel by fighting through the SSR.
	Hellcat	Carting Carter(5th Peggy Carter Mission)	Drive Agent Carter to her destination. Get any vehicle with two seats and follow the holographic studs.
	Striker	The Betty's Off (9th Peggy Carter Mission)	Pull the switches around the outside of the gated-off area. One switch must be repaired and another is hidden until you scan for it. Build another switch inside the first gated area to open the second gate.

Gold Bricks

#	Location
1	Grate from the street into the storefront. Assemble the Avengers logo with the Technology Panel to remove the bars.
2	Press the button near the container to reveal a Dig spot. Dig through the wall and press the second button to open the container.
3	Scan under the bridge near the ladder. Use the S.H.I.E.L.D. Access Terminal a second time as a HYDRA agent.
4	Starting at ground level, stealth past the security cameras, use switches and Twirl Poles to climb to the Gold Brick at the top of the area.
5	Use the Green Strength Grips to remove the covers from the three Electricity Panels, then charge them.
6	At the loading dock, use Telekinetic Power twice to assemble a container with a Gold Brick inside.
7	Dig in the dumpster to tunnel behind the bars. Dig in the piles until you unearth the Gold Brick.
8	Cut through the gold LEGO walls (there are a few) and use the button to power down the laser bars.
9	Extinguish the fires on the roof around the vendor cart. Repair the generator to open the container.
10	There are 15 targets to hit to open the container here. You have a 40-second time limit to hit all 15. Some targets are tucked into corners and are easy to miss.
11	Fly up to the roof. Crack the blue LEGO floor with a sonic attack.
12	Pull the switch in front of the window. Set up on the Shield Deflect Pad and take out the gold LEGO target over the laser. Repeat the process inside the building.
13	Destroy both blue LEGO objects and build switches from the leftover bricks. The Gold Brick is inside the silver LEGO chest.
14	Blast the large silver LEGO manhole in the middle of the greenspace.
15	Use the Dig spot to go into the building. Pull the switch inside, dig back outside, and then break the cracked LEGO wall.

Races

#	Reward
1	Hydra Tank
2	Quinjet (Space)
3	Avenging Cycle

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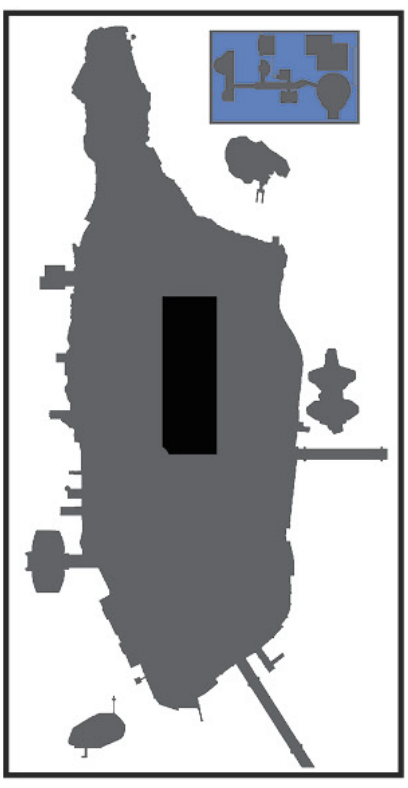
LEGO MARVEL AVENGERS

Manhattan
Central Park

Legend

	Character Token
R	Race
	Gold Brick
	Stan Lee in Peril



Character Tokens

Icon	Character	Mission	Description
	Veil	Mo' Tiddles Mo' Problems	Find nine clones of (technically eight clones, plus the original) Mr. Tiddles for the S.H.I.E.L.D. Scientist.
	Lou Ferrigno	Two Hulks Are Better Than One	Take a Hulk Selfie with Lou Ferrigno. This is the fourth Lou Ferrigno mission.
	Reptil	Crocodile Conundrum	Help Ms. Marvel (Kamala Khan) fight off 15 modified crocodiles.
	Iron Man (MK33 - Silver Centurion)	Lola Larks	Escort Agent Coulson to a suitable location to take the final photo for his Lola calendar with a Hulk Selfie. This is the second Agent Coulson mission.
	Ant-Man (Classic)	The Jury is Out	Find the jury that the Hulk scared away. This is the second Lou Ferrigno mission.

Gold Bricks

#	Location
1	Dig in the spots near the container until you unearth the switch to open it.
2	Win a game of chess using Telekinetic Power.
3	You have 35 seconds to land on the backs of all 25 floating turtles.
4	Destroy all the small sandcastles and add their pieces to the larger sand castle in the middle.
5	Slip through the Grate near the fountain. On the Technology Panel, pick the bottom-right red spot to turn to fill the bottle. Use the second and then third switch to open the chest.
6	Hit all five targets on the stone wall around the picnic area.
7	Attack the bank of payphones and construct a Shield Switch from the leftover bricks.
8	Scan near the monument, then build an Electricity Panel. Charge the panel to open the container.
9	Tunnel behind the bars from the Dig spot outside. The container inside is made from black LEGO bricks.
10	Repair the switches and use them to solve the puzzle. The puzzle is behind a tree and some bushes.
11	Use the switch to remove an electrical field from the S.H.I.E.L.D Access Terminal. Use the terminal, then the switch again.
12	Stealth under the security cameras on the floating raft. Hit the blue LEGO container with a sonic attack.
13	Break through the cracked brick on the ground to get the Gold Brick underneath it.

Races

#	Reward
1	Ice Cream Truck
2	Squirrel-a-gig
3	Black Widow's Motorcycle

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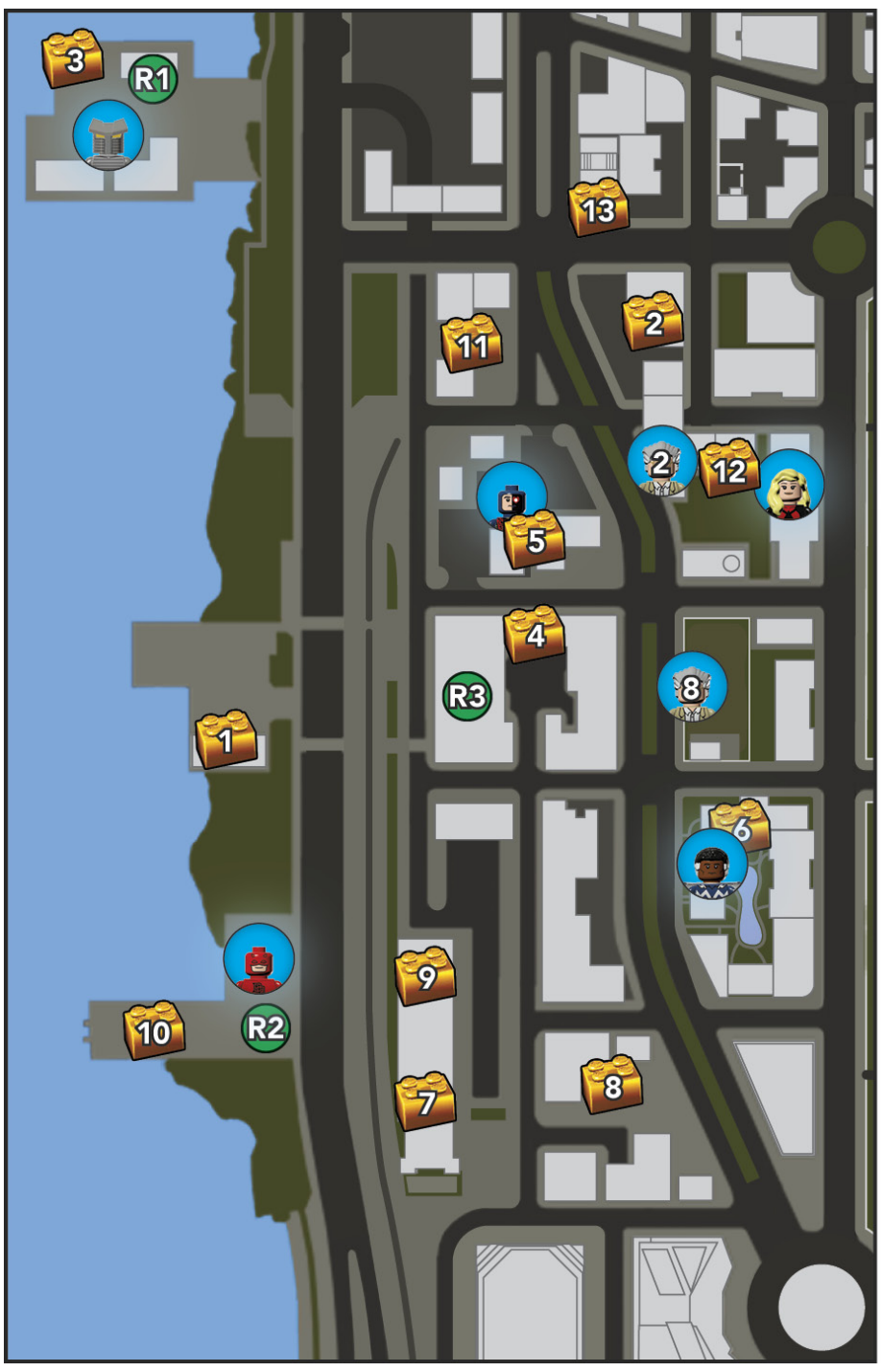
LEGO MARVEL AVENGERS

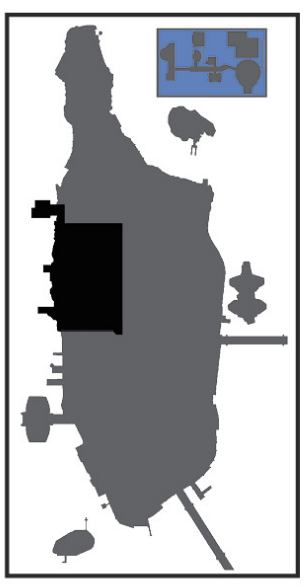
Manhattan

Industrial District



Legend

	Character Token
R	Race
	Gold Brick
	Stan Lee in Peril



Character Tokens

Icon	Character	Mission	Description
	Destroyer (Minifigure)	N/A	Fight and defeat Destroyer (Minifigure).
	Daredevil	Dockside Barney	Partner with Daredevil to beat up 20 henchmen at the docks.
	Jack of Hearts	Sitwell Surprise	Defeat four villains for Agent Sitwell. This is the first Agent Sitwell mission.
	Blue Marvel	Udderly Shocking (4th Peggy Carter Mission)	Follow Agent Carter to the Dairy Factory. Attack the dairy truck and build a switch. Pull the switch, then stealth up to the next switch. Build one more switch to reveal Agent Carter's objective.
	Lightspeed	Pipe Dreams (6th Peggy Carter Mission)	Repair the sewer access hatch, then break down the nearby objects to get the bricks you need to fish up the lost keys.

Gold Bricks

#	Location
1	On the docks, stealth under the security camera and pull the switch. Attack the dumpster and build a lever to reach the second switch.
2	At the construction site, destroy 11 glowing objects. After breaking one, you have 20 seconds to destroy the next.
3	Jump on all five pressure pads on the cargo containers within 20 seconds.
4	Pull the Red Grapple Handle. Fill the wall sockets with arrows, then use the Twirl Poles to complete a circuit and open the container.
5	Break through the cracked brick covering on the ground.
6	Charge the Electricity Panel and observe the pattern on the pressure pads. Match the pattern to open the container.
7	Repair the Technology Panel in the subway access tunnel. Inside the room at the bottom of the tunnel, repair the generator, then uses the three controls to complete the circuits to all three lights.
8	Inside a fenced area, shoot the targets to raise pedestals for a short time. Use the Twirl Pole to open the case with the Gold Brick.
9	Charge the Electricity Panel to move platforms into place. Fill a series of wall sockets with arrows. Use the Twirl Poles to swing to a final platform with a container.
10	Mind control the security guard at the docks to pull the switch. Grate inside the cargo containers and build another switch.
11	Step on the blue buttons on the ground to raise targets. Shoot 11 total targets to open the container.
12	Use the Twirl Poles to position the next set of platforms. Avoid the pushers and use the final Twirl Pole.
13	Go down the staircase found at this location. Then stand on the single pressure pad in front of your character. Now step on the other six pressure pads in the order in which the green lights flash.

Races

#	Reward
1	Avengers 4x4
2	Thanos Helicopter
3	Taco Truck

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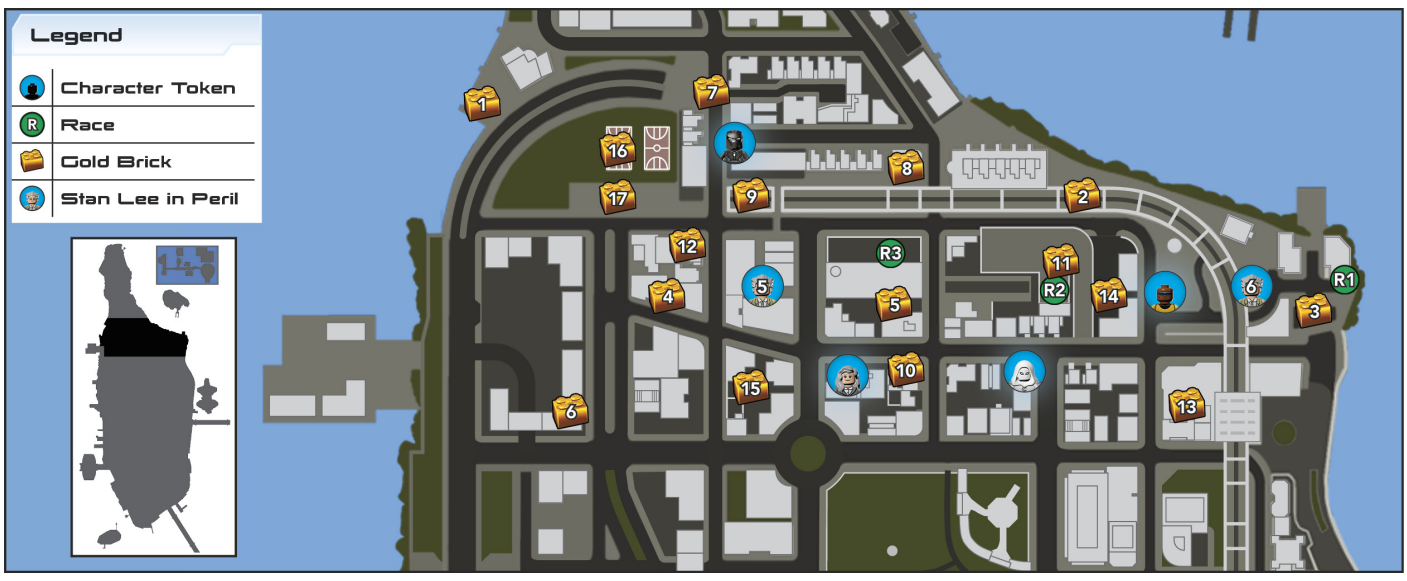
LEGO MARVEL AVENGERS

Manhattan
Slums



Character Tokens

Icon	Character	Mission	Description
	Luke Cage	Rage Cage	Guide Luke Cage to four junior S.H.I.E.L.D. field agents and protect them from hostile forces.
	Moon Knight	Under Cover of Knight	Follow Moon Knight to a meeting with his surprise informant.
	Iron Man (MK40)	Duelin' for Fuel	Agent Coulson invites you to go on a road trip to the desert but you only make it as far as a fight against 20 thugs at a gas station.
	Agent Carter (Retired)	Midnight Malarky (10th Peggy Carter Mission)	Three gas-emitting devices are disguised to look like exterior vents. You must destroy three sets of cannisters that feed the gas emitters. One is behind a gold LEGO door. A second requires repairing a switch. The third is hidden until scanned.

Gold Bricks

#	Location
1	Charge four Electrical Panels on the building with the large water tower on its roof.
2	Stealth past the security camera to reach a switch.
3	Smash the crate and build a Technology Panel. Scan the area on the other side of the bars, then repair the second Technology Panel.
4	Hit the Shield Switch on the wall at the end of the alley. Shoot the three targets revealed before the time expires.
5	In the alley near grip walls, pull the switch to reveal wall sockets. Fit arrows into the sockets, then twirl on each.
6	Scan the wall under the line of connected wall sockets. Fill the wall sockets with arrows to complete the circuit around the corner. Press the red button when it's revealed.
7	There are five silver LEGO statues of Loki in a corner plaza. A four-second timer begins after each statue is hit.
8	There are three switches in the alley with a locked container. Pull each switch when the needle is in the green.
9	Where the subway track goes underground, swing between Twirl Poles to open the container.
10	Hit the Shield Switch to position a platform near Twirl Poles. Swing on the Twirl Poles to open the locked container.
11	Inside the parking garage, clear out the silver LEGO crates to reveal a Grate. Use the S.H.I.E.L.D. Access Terminal on the other side of the Grate to open the container.
12	Hit both Shield Switches over the shop's windows. Mind Control the shop's clerk to pull the switch inside the store.
13	Break through both cracked LEGO walls in the alleyway near the train platform.
14	Melt the large, gold LEGO manhole cover.
15	Use three Speed Boost Pads to hit the pressure pads around two different buildings before the time expires.
16	Stand at midcourt of the basketball court and use detective sense. Now use the Shield Deflect Pad to reflect the laser beam into the three nodes.
17	Target the large LEGO cover on the ground.

Races

#	Reward
1	VTOL Helicopter
2	Car (1940s)
3	Lola

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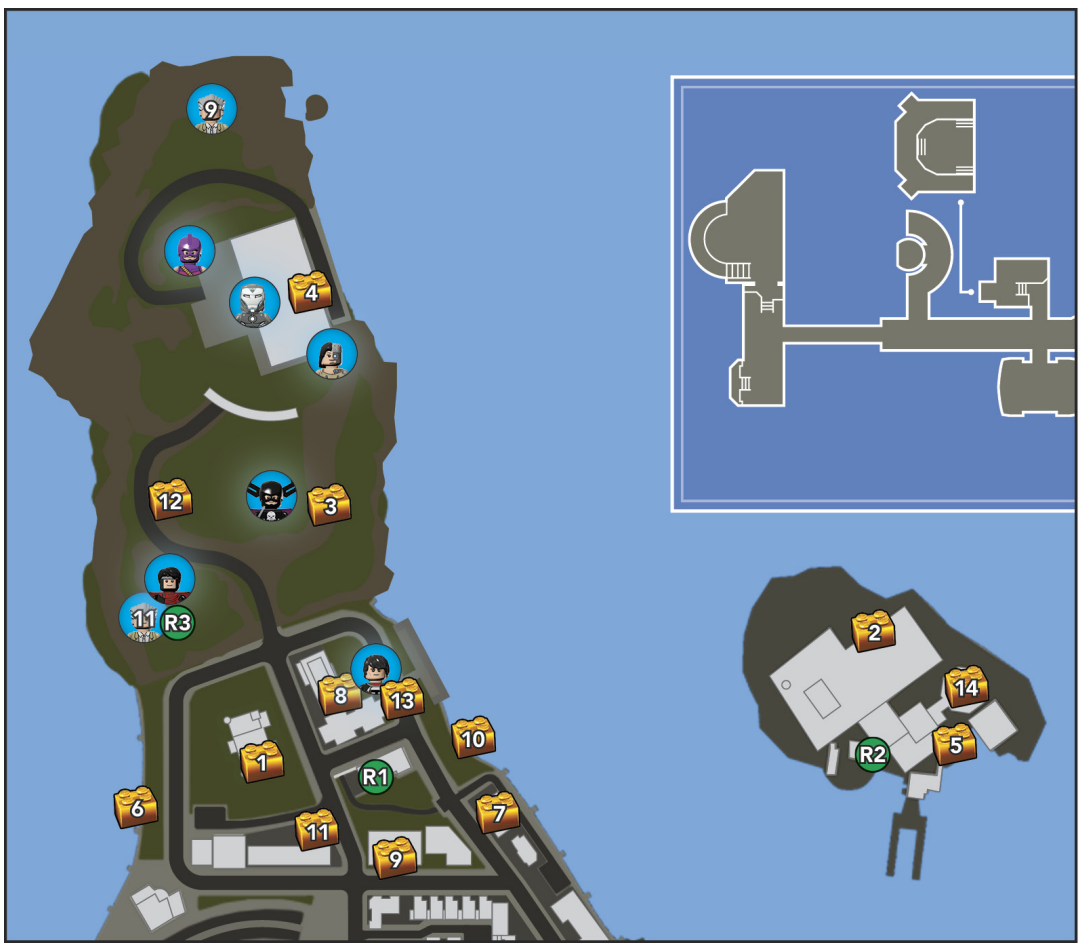
LEGO MARVEL AVENGERS

Manhattan

Forest



Character Tokens

Icon	Character	Mission	Description
	Grim Reaper	N/A	Fight and defeat The Grim Reaper in the park opposite the car park.
	Superior Iron Man	N/A	Remove the black LEGO cover from the parking lot of the Avengers Facility.
	Swordsman	Stud Shenanigans	Follow the arrows made of gold studs when they appear.
	Wiccan	Thor Loser	Go into the cave under the billboard and defeat 20 Dark Elves who are in pursuit of Wiccan.
	Trauma	Stalk with Me(3rd Peggy Carter mission)	Stay behind Agent Carter while she tails a suspect.
	Death Locket	Hydra Hijinks	Defeat three groups of HYDRA soldiers and return their Chitauri weapons to Agent Sitwell. This is the second Agent Sitwell mission.

Gold Bricks

#	Location
1	Jump to the Twirl Pole and pull it down to complete a circuit. Pull the switch, then scan on the new platform. Hit the target to open the container.
2	On The Raft, Dig up the bricks you need to build a Technology Panel. Mind Control the technician inside to open the door.
3	Attack the five tents in the area. You must destroy a tent every nine seconds to continue.
4	Repair the generator, then scan the area to reveal a target. Hit the Shield Switch to open the container.
5	Tear down the cracked wall and pull the switch to shut off the lasers around the Gold Brick.
6	Jump on the pressure pads floating in the shark-infested water. You must get all four within 16 seconds.
7	Destroy the dumpster on the roof and assemble a S.H.I.E.L.D. Access Terminal. Charge the Electricity Panel to open the chest.
8	Target the blue LEGO covering the Grate on the wall of the restaurant. Get inside the restaurant and blast open the gold LEGO chest.
9	Avoid the security cameras at the base of a column of lasers and grip walls. Spin on the Twirl Pole at the top to complete a circuit and open the container on the roof.
10	Destroy the cracked LEGO panel near the dock, then scan the area. Use Telekinetic Power to assemble a chest.
11	Scan the gold LEGO Hulk statue to reveal a gold LEGO chest.
12	Clear the fallen tree from atop the locked chest. Blast the silver LEGO object to unlock the chest.
13	Remove the black LEGO cover from the ground.
14	Shatter the lage blue LEGO manhole on the roof of the building on The Raft.

Races

#	Reward
1	S.H.I.E.L.D Truck
2	Mooncopter
3	Hawkeye Skycycle

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LEGO MARVEL AVENGERS

Manhattan

S.H.I.E.L.D. Helicarrier

Legend

	Map Connector
	Character Token
R	Race
	Gold Brick
	Stan Lee in Peril

Character Tokens

Icon	Character	Mission	Description
	Mockingbird	N/A	Pick up Mockingbird's Character Token.
	Iron Man (MK25)	Cho No They Di'n't!	Help the S.H.I.E.L.D scientist with maintenance on the cradle technology nearby.
	Doctor Helen Cho	Weapon Of Choice	Find various weapons hidden in chests around the Helicarrier. (Must compelete "Cho No They Di'n't!" first)
	The Protector	Blueberry Blues	Help Agent Williams find 10 blueberries around the Helicarrier.

Gold Bricks

#	Location
1	Mind Control the S.H.I.E.L.D. agent near the red Vehicle Call-in Pad to pull the switch. Break the boxes and build a Technology Panel. Use the panel to drop lasers blocking the chest containing the Gold Brick.
2	Scan the area under the flight deck to reveal two swinging chains. Activate stealth and swing across the chains.
3	Charge the two Electricity Panels on the cage (one needs repairs first). The box inside the cage is made of black LEGO bricks.
4	Repair the generator on top of the control tower. Use the Shield Deflect Pad to guide the laser into the open node.
5	Attack the oil tank near the turbine and build a Speed Boost Pad from it. Use the pad to hit all the pressure pads.
6	Destroy 5 camera props around the Helicarrier control deck within the time limit.
7	In the Control Room, use the S.H.I.E.L.D. Acccess Terminal to activate a Technology Panel. Use the panel to open a nearby container.
8	In the Hangar, hang from the three Twirl Poles near the ceiling to open the container on the floor.
9	In the Medical Bay, melt the gold LEGO wall and run the gauntlet of hazards to reach the Twirl Pole at the end.
10	Use the Shield Deflect Pad to guide the laser to the two nodes to open the containers above them.
11	In the Detention Center, enter the Grate, which leads inside the cell. Scan to reveal the silver LEGO objects inside the cell and target them.
12	Blast open the crate with silver LEGO bricks in the Hangar.

Races

#	Reward
1	S.H.I.E.L.D. Minicarrier
2	Shield Jetfighter

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Achievements

Achievements and Trophies

Icon	Name	Requirement	PlayStation 3/4 Trophy
	Struck Off The List	Complete level 1	Bronze
	A Loki Entrance	Complete level 2	Bronze
	Rail Hyrda	Complete level 3	Bronze
	Shakespeare in the Park	Complete level 4	Bronze
	Helicarrier Havoc	Complete level 5	Bronze
	Avengers Assemble	Complete level 6	Bronze
	Earth's Mightiest	Complete level 7	Bronze
	Lack of Insight	Complete level 8	Bronze
	Ready, A.I.M., Fire	Complete level 9	Bronze
	Lost in the Aether	Complete level 10	Bronze
	No Strings On Me	Complete level 11	Bronze
	Anger Management	Complete level 12	Bronze
	Korea Prospects	Complete level 13	Bronze
	Rise of Ultron	Complete level 14	Bronze
	Ultron Undone	Complete level 15	Bronze
	Always Angry	Transform from Banner to Hulk	Bronze
	True Avenger	Achieve True Avenger in any level	Bronze
	You Asked For It	Stop 10 random crimes in Manhattan during a single session	Gold
	I'll Do It Myself	Witness the 100% Stud Fountain inside Avengers Tower	Gold
	On Your Left	Play as any version of Falcon and as any version of Cap, while in Washington D.C.	Bronze
	Warriors Three	Play as Fandral, Hogun and Volstagg in one sitting	Bronze
	A Startling Metamorphosis	Transform from Lou Ferrigno to Hulk (Lou Ferrigno)	Bronze
	Born Yesterday	Play as Vision - both playable characters	Bronze
	House Party Protocol	Play as every Iron Man variant in one session	Silver
	A Funny Thing Happened	Drive Lola as Agent Coulson	Bronze
	Young Avengers	Play as: Hawkeye (Kate Bishop), Hulking, Wiccan, America Chavez and Speed in the same session	Silver
	Beyond	Playing as Aldrich Killian: die and respawn	Bronze
	Globe Trotter	Visit all Hub locations	Bronze
	Create an Avenger	Create a Custom Character	Silver
	Giant-Sized MARVEL	Grow Ant-Man, Black Goliath, and Fin Fang Foom in one sitting	Bronze
	We're Connected	Play as Harley Keener and Tony Stark in any level other than level 9	Bronze
	Fast and the Fury Us	Team-up Nick Fury and Quicksilver	Bronze
	I am Iron Stan	Transform into Stan Lee (Hulkbuster)	Gold
	A Magical Place	Playing as Coulson: die and respawn	Bronze
	Stiff Upper Lip	Play as Captain Britain, Union Jack, Spitfire, Agent Carter and Mandarin (Trevor Slattery)	Bronze
	Over the Moon	Play as Moon Knight, Moondragon, Moon Boy in one session	Bronze
	Defenders	Play as Iron Fist, Daredevil, Jewel (Jessica Jones) and Luke Cage	Bronze
	Perfect Pannapictagraphist	Unlock and view all 15 Minikit Comic Pages	Silver
	Going Knowhere	Turn on all Red Brick Extras at the same time	Silver
	Be Worthy	Create and play as a Custom Character equipped with Mjolnir	Gold
	Peace in Our Time	Collect all other trophies	Platinum

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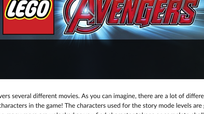

Characters

LEGO Marvel Avengers covers several different movies. As you can imagine, there are a lot of different characters in those movies--nearly a hundred characters in the game! The characters used for the story mode levels are given to you as you play through the game. However, many more are unlocked as you find character tokens or complete challenges.

It is important to note that characters are not available to purchase until you unlock them. Once a character is unlocked, you do not automatically get to use it. In fact, many require that you purchase the character before using it. Initially, you'll want to choose characters who have abilities your current collection of characters do not have, then you can use those abilities when you replay levels in Free Play and find character tokens and unlock even more characters.

Characters

Character	Cost	How Unlocked?
A.I.M Agent	50000	Complete all 8 character side missions in Manhattan
A-Bomb	150000	Complete the Smashing challenge on the Helicarrier.
Abomination	150000	Complete the Wrecks and Parks smash challenge in Central Park of Manhattan
Agent Carter	250000	Find token in Level 4: HYDRA Train
Agent Phil Coulson	N/A	Complete Level 4: HYDRA Train
Agent Phil Coulson (Shades)	N/A	Complete Level 7: Raising the Helicarrier
Agent Sitwell	50000	Find token in Level 6: Attack on the Helicarrier
Aldrich Killian	150000	Find token in Manhattan at the Dockyard on top of some red containers
America Chavez	200000	Complete MODOK Operandi side mission in the Lower West Side
Ancient Warrior	100000	Complete a side mission in East Harlem.
Ant-Man (classic)	200000	Find the token inside the lab in Avengers Tower
Ares	150000	Earn Gold in all 10 smash challenges in Manhattan
Baron Strucker	150000	Find token in Level 1: Prologue
Batroc	100000	Use all 30 super jumpers in Manhattan
Beta Ray Bill	150000	Complete MODOK Operandi side mission in the Lower West Side
Beth	150000	Find token in Level 8: Battle of New York
Black Widow	N/A	Complete Level 6: Attack on the Helicarrier
Black Widow (A: AOU)	N/A	Complete Level 1: Prologue
Bruce Banner	N/A	Complete Level 8: Battle of New York
Bruce Banner (A: AOU)	N/A	Complete Level 1: Prologue
Bucky Barnes	N/A	Complete Level 4: HYDRA Train
Butterball	100000	Bull in a Chinashop
Captain America	N/A	Complete Level 5: Shakespeare in the Park
Captain America (A: AOU)	N/A	Complete Level 1: Prologue
Captain America (Bucky)	100000	Collect 7 Captain America trading cards in Manhattan
Captain America (Sam Wilson)	200000	Find token in Level 5: Shakespeare in the Park
Captain America AOU (No Helmet)	N/A	Complete Level 14: Attack on Sokovia
Captain America Classic	N/A	Complete Level 4: HYDRA Train
Captain Britain	150000	Find token in Manhattan under a bridge in Central Park
Captain Universe	200000	Find token in Avenger's Tower inside a telescope
Chitauri Warrior	50000	Find token in Level 8: Battle of New York
Count Nefaria	150000	Find token on top of building in the Financial District
Crossbones (Classic)	200000	Complete the Smash and Carry smash challenge on the Helicarrier
Daredevil	200000	Find the token in Hell's Kitchen near Nelson & Murdock
Destroyer	150000	Complete the I'm Always Angry smash challenge in the Industrial District
Detroit Steel	200000	Smash 10 hammer drones in Manhattan
Doctor Strange	200000	Find token on top of the Sanctum Sanctorum on the Lower West Side.
Doctor Helen Cho	100000	Find token in Level 13: Seoul Chase
Dum Dum Dugan	150000	Complete the Vintage Set challenge on the Helicarrier
Echo	150000	Complete the Echo Location side mission in Hell's Kitchen
Erik Selvig	100000	Find token in Level 3: Loki's Escape
Extremis Soldier	50000	Find token near the Statue of Liberty in Manhattan
Falcon	150000	Find token in Level 15: The Fall of Sokovia
Falcon (Classic)	200000	Build 5 super jumpers in Manhattan
Fandral	100000	Complete the Road Rage smash challenge in Hell's Kitchen
Ghost	100000	Find the token in the Lower West Side on top of a building next to the Sanctum Sanctorum
Hawkeye	N/A	Complete Level 8: Battle of New York
Hawkeye (A: AOU)	N/A	Complete Level 11: Freighter Black Market
Hawkeye (Classic)	200000	Shoot at 15 Hawkeye targets in Manhattan
Heimdall	200000	Complete the Ground-breaking smash challenge in the Lower East side.
Hogun	100000	Complete the Look! Smash! More challenge in Little Italy
Hulk	N/A	Complete Level 8: Battle of New York
Hulk (A: AOU)	N/A	Complete Level 1: Prologue
Hulk Minifig	N/A	Unlocked with Lou Ferrigno
HYDRA Heavy Soldier	100000	Complete the Crate Expectations challenge on the Helicarrier
HYDRA Henchman	50000	Find token behind a crate at the Dockyard in Manhattan
HYDRA Sokovia Trooper	50000	Find token in Level 1: Prologue
HYDRA Soldier	50000	Find token in Level 4: HYDRA Train
HYDRA Trooper	50000	Find token in Level 2: HYDRA Fortress
Iron Fist	150000	Find token one block south of the S.H.I.E.L.D. Barber Shop in Soho
Iron Legion	50000	Find token in Level 2: HYDRA Fortress
Iron Man MK1	N/A	Find token in Level 10: Saving New York
Iron Man MK16 (Nightclub)	N/A	Complete Level 2: HYDRA Fortress
Iron Man MK17 (Heartbreaker)	N/A	Complete Level 11: Freighter Black Market
Iron Man MK25 (Striker)	N/A	Complete Level 2: HYDRA Fortress
Iron Man MK33 (Silver Centurion)	N/A	Find the token in Level 14: Attack on Sokovia
Iron Man MK38 (Igor)	N/A	Complete Level 11: Freighter Black Market
Iron Man MK40 (Shotgun)	N/A	Complete both time trials on the Helicarrier
Iron Man MK42	N/A	Find token in Level 12: Hulkbuster vs. Hulk
Iron Man MK43	N/A	Complete Level 2: HYDRA Fortress
Iron Man MK45	N/A	Complete Level 14: Attack on Sokovia
Iron Man MK5	N/A	Find token inside suitcase in the lab at Avengers Tower
Iron Man MK6	N/A	Complete Level 5: Shakespeare in the Park
Iron Man MK7	N/A	Complete Level 8: Battle of New York
Iron Monger	200000	Complete Smash Dispenser challenge in East Village.
Iron Patriot	200000	Visit all 15 Marvel landmarks in Manhattan
James Rhodes	N/A	Complete Level 11: Freighter Black Market
Klaue Mercenary	50000	Find token in Level 11: Freighter Black Market
Klaue Officer	50000	Find the token inside the weapons hangar inside the Helicarrier
Korvac	150000	Complete the I Kind of Broke Harlem challenge in Washington Heights
Kurse	200000	Complete the Smash Machine challenge in the Financial District
Loki	250000	Find token in Level 10: Saving New York
Loki (Suit)	200000	Destroy the 10 gold Loki statues in Manhattan
Lou Ferrigno	250000	Find token in Level 12: Hulkbuster vs. Hulk
Luke Cage	150000	Complete the Best Offense side mission in Washington Heights
Malekith	150000	Find token in Level 5: Shakespeare in the Park
Mandarin (Trevor Slattery)	100000	Find token on a rooftop in East Village
Maria Hill	N/A	Complete Level 3: Loki's Escape
Moon Knight	150000	Find the token on top of an old building in Washington Heights
Ms. Marvel - Kamala Khan	200000	Find the token on the side of a building in Inwood
Nick Fury	N/A	Complete Level 3: Loki's Escape
Ninja	100000	Find token in Manhattan hub, near Inwood at very tip of island
Nova	200000	Find token at the stern of the Helicarrier on a lower level.
Odin	200000	Find token in Level 6: Attack on the Helicarrier
Pepper Potts	100000	Find token in Avengers Tower inside a piano
Police Captain	50000	Find token in Level 9: Leviathan Ride
Quicksilver	N/A	Complete Level 13: Seoul Chase
Red Skull	150000	Destroy all 10 HYDRA hideouts in Manhattan
Rescue	200000	Replace 10 Roxxon structures with Stark clean energy devices in Manhattan
Ronin	150000	Complete the Shadow of Ronin side mission in West Harlem
Ronin (Echo)	150000	Complete the Shadow of Ronin side mission in West Harlem
Scarlet Witch	N/A	Complete Level 13: Seoul Chase
Sentry	150000	Find token at the highest point on the Helicarrier
She-Hulk	200000	Complete MODOK Operandi side mission in the Lower West Side
S.H.I.E.L.D. Agent	100000	Find the token inside the Helicarrier right next to the elevator
S.H.I.E.L.D. Commando	50000	Find token in Level 7: Raising the Helicarrier
S.H.I.E.L.D. Scientist	50000	Find token in Level 3: Loki's Escape
S.H.I.E.L.D. Worker	50000	Find token inside a crate on the lower deck of the Helicarrier
Sif	200000	Destroy 15 wrecked Chitauri chariots in Manhattan
Speed	150000	Earn gold in all 10 time trials in Manhattan
Squirrel Girl	200000	Complete Undefeated Champion, which starts in East Harlem and takes place in Central Park
Stan Lee	500000	Find token in Level 9: Leviathan Ride
Steve Rogers	N/A	Complete Level 5: Shakespeare in the Park
Swordsman	150000	Complete MODOK Operandi side mission in the Lower West side
Taskmaster	200000	Complete the Bart-On Target challenge on the Helicarrier
Thanos	500000	Complete the Ship Wreck smash challenge on the deck of the Helicarrier
The Collector	500000	Collect 99,999,999 studs
Thor	N/A	Complete Level 6: Attack on the Helicarrier
Thor (A: AOU)	N/A	Complete Level 1: Prologue
Thor (Jane Foster)	200000	Find character token on deck of Helicarrier at the bow
Tony Stark	N/A	Complete Level 2: HYDRA Fortress
Ultimate Ultron	N/A	Complete Level 15: The Fall of Sokovia
Ultron MK1	500000	Destroy 10 silver Ultron statues in Manhattan
Ultron Prime	250000	Find the token in Level 14: Attack on Sokovia
Ultron Sentry	50000	Find token in Level 13: Seoul Chase
Ultron Sentry Officer	100000	Find token in Level 15: The Fall of Sokovia
Ulysses Klaue	100000	Find token in Level 11: Freighter Black Market
Union Jack	150000	Complete the Once Britain, Twice Shy side mission in the Industrial District
Vision	N/A	Complete Level 14: Attack on Sokovia
Volstagg	100000	Complete the Hulk Smash! Challenge in Washington Heights
War Machine	N/A	Complete Level 15: The Fall of Sokovia
Wiccan	150000	Complete Something Strange in Your Neighborhood side mission in the Lower West Side
Winter Soldier	200000	Find token in Level 7: Raising the Helicarrier

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Level 1
Prologue

Earth's Mightiest Requirement 40,000

Story Mode Characters Unlocked

- Black Widow (A: AoU)
- Bruce Banner (A: AoU)
- Captain America (A: AoU)
- Hulk (A: AoU)
- Thor (A: AoU)

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Level 1

Captain America (A: AoU) and Black Widow (A: AoU)

GET ONTO THE CLIFF >>>

The Avengers are attacking Hydra's Fortress to get Loki's scepter, but Hydra is not about to give it up easily. You start out with Captain America. You face a couple of large turrets; block their shots with Cap's shield and deflect the shots back at the turrets to destroy them. Once completed, defeat the Hydra soldiers that attack.

Throw the shield at the enemies who appear at the top of the cliff to defeat them. You can target two of them at a time and hit them both with the same throw. After you defeat four enemies on the cliff, Black Widow arrives on the scene. Break up the wrecked vehicle and assemble the pieces into a jumping pad.

> CHALLENGE: FAST LEARNER

Instead of throwing Captain America's shield to defeat the enemies on the cliff, use the shield to deflect their shots back at them to earn a gold brick.

DESTROY THE RADAR >>>

Jump onto the pad to reach a small ledge. Once there, break up a black container and assemble the pieces into a climb brick. Use it to access the higher cliff.

> CHARACTER TOKEN: HYDRA SOKOVIA TROOPER

At the top of the cliff, use Black Widow's ability on the hacker panel to open the door to a small building. Then go inside to get the token and a purple stud.

Run to the right and traverse the wall to reach the other side of chasm, then use the kick walls to get up to a higher area. Jump back and forth between the walls to make it to the top. As Black Widow, jump over to the pole extending from the cliffside on the right. Twirl around it and then across to two more poles and finally continue to the right to reach the tower.

> CHARACTER TOKEN (FREEPLAY): BARON STRUCKER

Go past the kick walls and move along a narrow walkway ledge to continue on to the right. Next, use a character who can destroy Asgard bricks to get the token.

Switch to Captain America and follow the directions on-screen to perform a teamwork action called a shield boost. This helps Black Widow get up onto the tower. Now attack the radar dish and break it into pieces and reassemble it into a pair of giant magnets to help take some of the heat off Iron Man.

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Level 1

Hulk (A: AoU) and Captain America (A: AoU)

DESTROY THE TURRETS >>>

Hulk is up next. Charge at the cracked door to destroy the bunker. Continue to the right, defeating enemies along the way. There are a couple of turrets attacking, so use Hulk's strength to pull on the green handles to pick up an object and throw it at the cracked block on one of the turrets to destroy it.

> RED BRICK (FREEPLAY): INSTANT FINISHER

Before destroying the bunker, find the HYDRA tank surrounded by a red aura and use a Hex ability to destroy it. You must be in Free Play Mode and have a character such as Scarlet Witch or Doctor Strange to do this.

Since Hulk has nothing else to throw, use a teamwork action. Pick up Captain America and throw him shield-first at the second turret to destroy it.

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Level 1

Hulk (A: AoU), Captain America (A: AoU), Black Widow (A: AoU) and Thor (A: AoU

DESTROY THE TURRETS >>>

Thor has arrived! In order to destroy the tank, it's time to do another teamwork action. Get next to Captain America and hit his shield to create a sonic attack that will defeat the tank as well as nearby enemies.

Now switch to Black Widow. You need to help calm the Hulk back into Bruce Banner. Use the teamwork action to perform a lullaby and complete the level.

> CHALLENGE: UNTOUCHABLE

To complete this challenge and earn another gold brick, you must destroy the final turrets and tank without taking any damage. If you have trouble completing this challenge, try to obtain the Invincibility Red Brick and enable it to make this much easier.

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Level 2

HYDRA Fortress

Earth's Mightiest Requirement: 41,000

Story Mode Characters Unlocked

- Iron Man (Mk43)
- Iron Man (Mk16) "Nightclub"
- Iron Man (Mk25) "Striker"
- Tony Stark

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Level 2

Iron Man (MK43)

GET INSIDE THE FORTRESS >>>

As the Avengers begin their assault on Hydra's fortress, Iron Man leads the way and clears out the defense turrets. Fly around and use your repulsors to destroy any threats and enemies that get in the way. Iron Man can lock onto targets and fire missiles to destroy them. Move your target reticule over a turret until it turns red and then fire! This will also help you achieve the Hydrophobia Challenge. As you are going after all the turrets, try to fly through the rings of studs floating in the air. There is a blue stud in the middle of each one!

> CHALLENGE: HYDRAPHOBIA

Destroy eight of the fortress defense turrets to complete this challenge and earn a gold brick.

Continue flying through a passageway, avoiding arches and other obstructions, while using repulsors to defeat hostiles. Eventually, Iron Man will grab some missiles and take down the fortress's shields.

> CHARACTER TOKEN: HYDRA TROOPER

After you pass the last of the defense turrets but before you enter the fortress, fly down to the left to pick up this character token.

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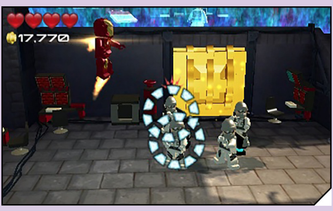
Level 2
Iron Man (MK43), Iron Man (MK16), Iron Man (MK25),

FIND A WAY TO THE LAB >>>

After Iron Man enters the fortress, defeat the enemies inside and stand in the green circle. Then, use Iron Man's wrist laser to cut through the gold door. Next, move through the opening and destroy the machinery inside to disable the shields around the control room.

> CHALLENGE: GOOD TALK

Use Iron Man's missiles to destroy all the enemies in the control room. Hold down the attack button and then release it once targets have been selected. Your reward is another gold brick.



Head up the stairs toward the security console; however, a camera spots you and locks down the console. So change to the Iron Man (MK16) "Nightclub" armor and activate its stealth mode. This enables you to get past the camera and use the console. The console shows where a secret door is located; push on the wall to the right to enter a long corridor.

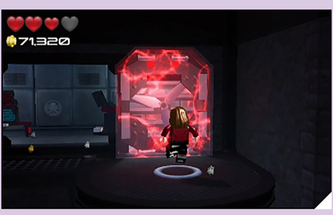
The corridor is blocked by several cracked LEGO walls. This calls for another suit of armor, so change to the MK25 "Striker" armor. Now press and hold the action button and move to the right to charge-rush through the corridor, breaking through the walls while moving toward the lab.

GET LOKI'S SCEPTER >>>

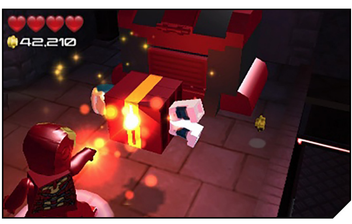
Switch back to the MK43 armor and move to the center of the room. Locate the silver leviathan hanging from the ceiling and use Iron Man's missiles to attack it, causing its mouth to open. Assemble the pieces that fall out of the mouth into a block.

> CHARACTER TOKEN (FREEPLAY): IRON LEGION

Fly onto a catwalk on the left side of the lab and use a character with hex power to destroy an air vent. After doing so, move into the corridor behind it to find this token.



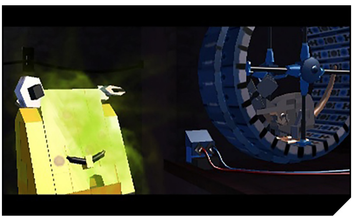
Push the block around to the right along the circular track until it connects two power couplings and reveals a lower area to the right. Destroy the machinery and pick up the key, then carry it over to the lock and open it. Now cut through the gold casing to release a suit of armor that breaks the first part of the barrier around the scepter.



> RED BRICK (FREEPLAY): DISK JOCKEY

After opening the leviathan's mouth, use a character with electricity to power up a generator. This makes the leviathan dance and spit out a Red Brick.

Next, push the block around the track to the left until it connects two other power couplings and reveals another lower area to the left. Blow up a silver machine with missiles and assemble the pieces into a large chunk of cheese. Pulling the lever to raise the cheese causes a giant rat to begin running. This powers up a toy car that crashes and brings down the barrier. Finally, walk to the scepter to get it.



> HUB VISIT

After completing this level, you visit the hub for the first time—Manhattan island—as Nick Fury. To accesss the next level, you need to get across town. Walk over to the indicated vehicle and climb inside. Follow the directions to reach the barbershop. Once there, exit the vehicle and enter the building.

Inside the barbershop, a SHIELD agent is sitting in a chair. Now you must find the right hair for him. Smash a hat and coat rack near the window, then pick up the Mohawk wig and give it to the agent. He likes the look and leaves. Now sit in the chair and ride it up to the rooftop. Climb into the helicopter to trigger the next level.

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Level 3

Loki's Escape

Earth's Mightiest Requirement 33,000

Story Mode Characters Unlocked

- Maria Hill
- Nick Fury

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LEGO MARVEL AVENGERS

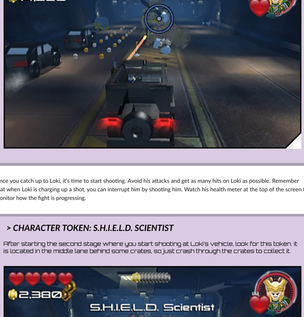
Level 3
Maria Hill

STOP LOKI >>>

Loki has appeared at the SHIELD facility and has taken his spear. You must try to stop him from escaping. He has used his powers to take control of Hawkeye and is getting away in a vehicle, so chase after him. For the first part of the chase, you must catch up to Loki's vehicle. Dodge his attacks and collect as many studs as possible.

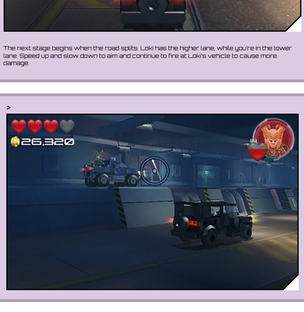
> CHALLENGE: PUT DOWN THE SPEAR

To complete this challenge and earn the gold brick, you need to avoid dying from the blasts coming from Loki's sceptre. Again, enabling the invinbility Red Brick will make this challenge much easier.



> CHALLENGE: YOU HAVE HEART

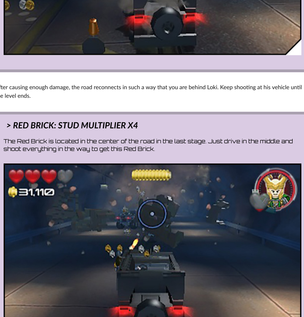
While chasing after Loki, avoid crashing into any S.H.I.E.L.D. vehicles.



Once you catch up to Loki, it's time to start shooting. Avoid his attacks and get as many hits on Loki as possible. Remember that when Loki is charging up a shot, you can interrupt him by shooting him. Watch his health meter at the top of the screen to monitor how the fight is progressing.

> CHARACTER TOKEN: S.H.I.E.L.D. SCIENTIST

After starting the second stage where you start shooting at Loki's vehicle, look for this token. It is located in the middle lane behind some crates, so just crash through the crates to collect it.

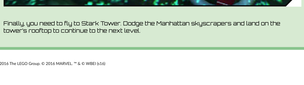


The next stage begins when the road splits. Loki has the higher lane, while you're in the lower lane. Speed up and slow down to aim and continue to fire at Loki's vehicle to cause more damage.

>

> CHARACTER TOKEN: ERIK SELVIG

Shoot and destroy the military trucks as you approach them during the chase. One of them has this token inside.



After causing enough damage, the road reconnects in such a way that you are behind Loki. Keep shooting at his vehicle until the level ends.

> RED BRICK: STUD MULTIPLIER X4

The Red Brick is located in the center of the road in the last stage. Just drive in the middle and shoot everything in the way to get this Red Brick.

> HUB VISIT

Phil Coulson is looking for his cargo, so walk up to the S.H.I.E.L.D. panel and use it to open a container. Hop into his special sports car—Lola—and drive to Stark Tower. Once there, get out and ring the doorbell.

You now switch to Iron Man in his MK6 armor. While underwater, use his laser to cut the gold sections of the pipe. Break up the red missile that appears and use the pieces to repair the pipe. Move to the right and use more missiles to destroy some silver obstacles, then cut through another gold section with the laser. Smash a second missile and repair the pipe, then move to the indicated location to continue.

Finally, you need to fly to Stark Tower. Dodge the Manhattan skyscrapers and land on the tower's rooftop to continue to the next level.

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Level 4

HYDRA Train

Earth's Mightiest Requirement 27,000

Story Mode Characters Unlocked

- Agent Coulson
- Bucky Barnes
- Captain America (Classic)

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Level 4

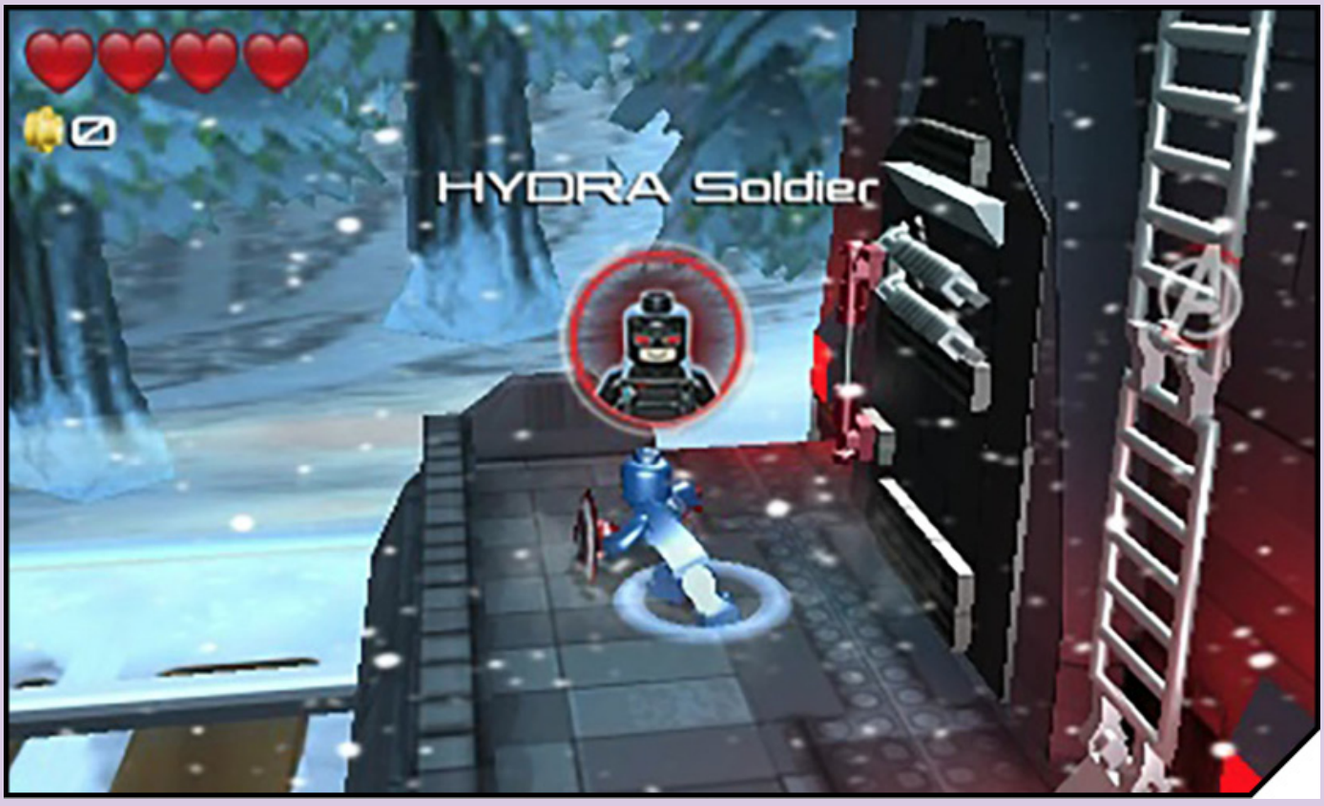
Captain America (Classic) and Bucky Barnes

TAKE CONTROL OF THE TRAIN >>>

Bucky and Captain America have dropped down onto a speeding HYDRA train. Move to the right and attack the enemies sent to stop you. Once they are all defeated, take control of Bucky and use his machine gun to fire at the gold hatch to break it open. Drop down inside the train.

> CHARACTER TOKEN: HYDRA SOLDIER

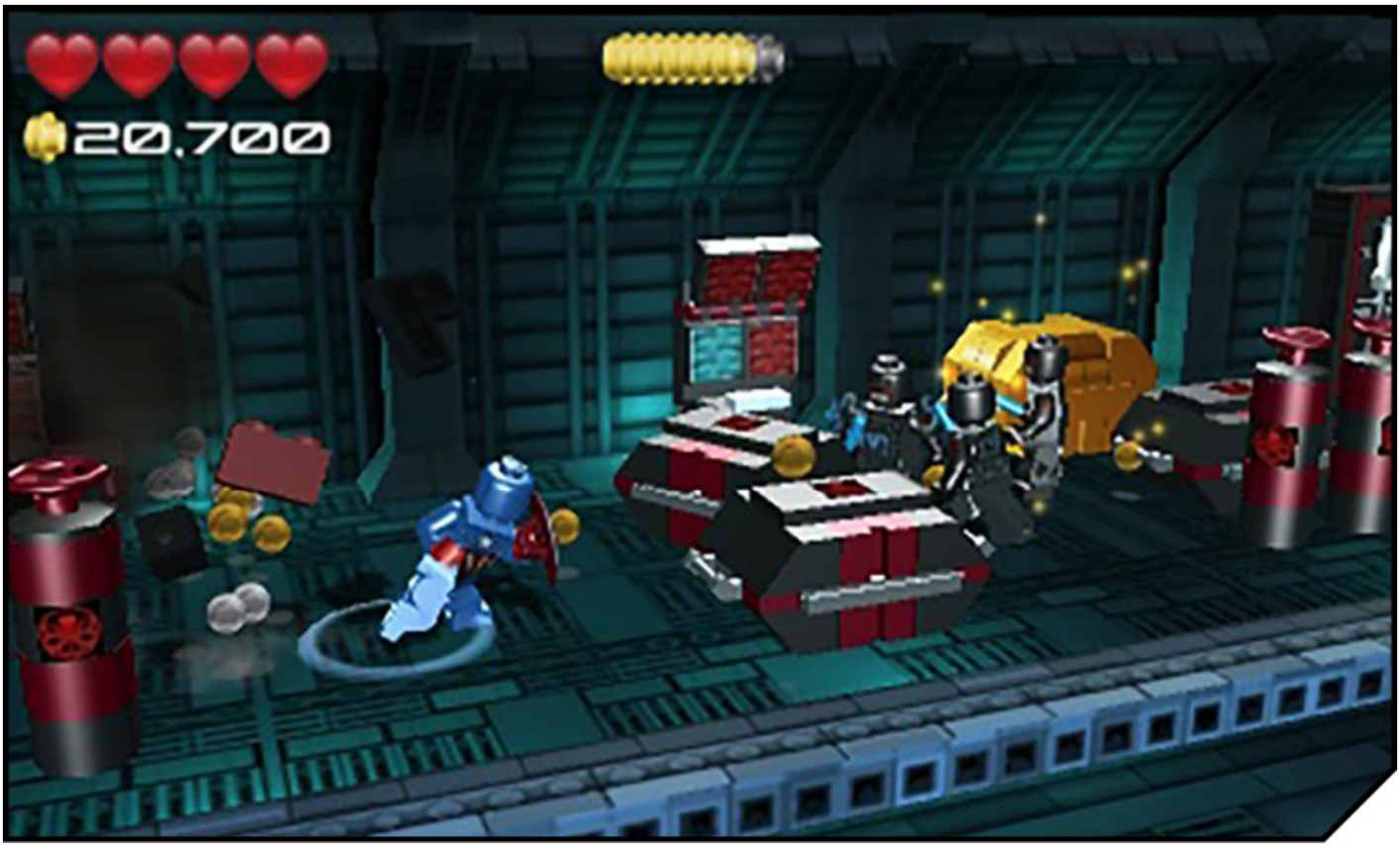
At the start of the level, move to the left and drop down to a platform at the back of the train to get this token.



> CHARACTER TOKEN (FREEPLAY): AGENT CARTER

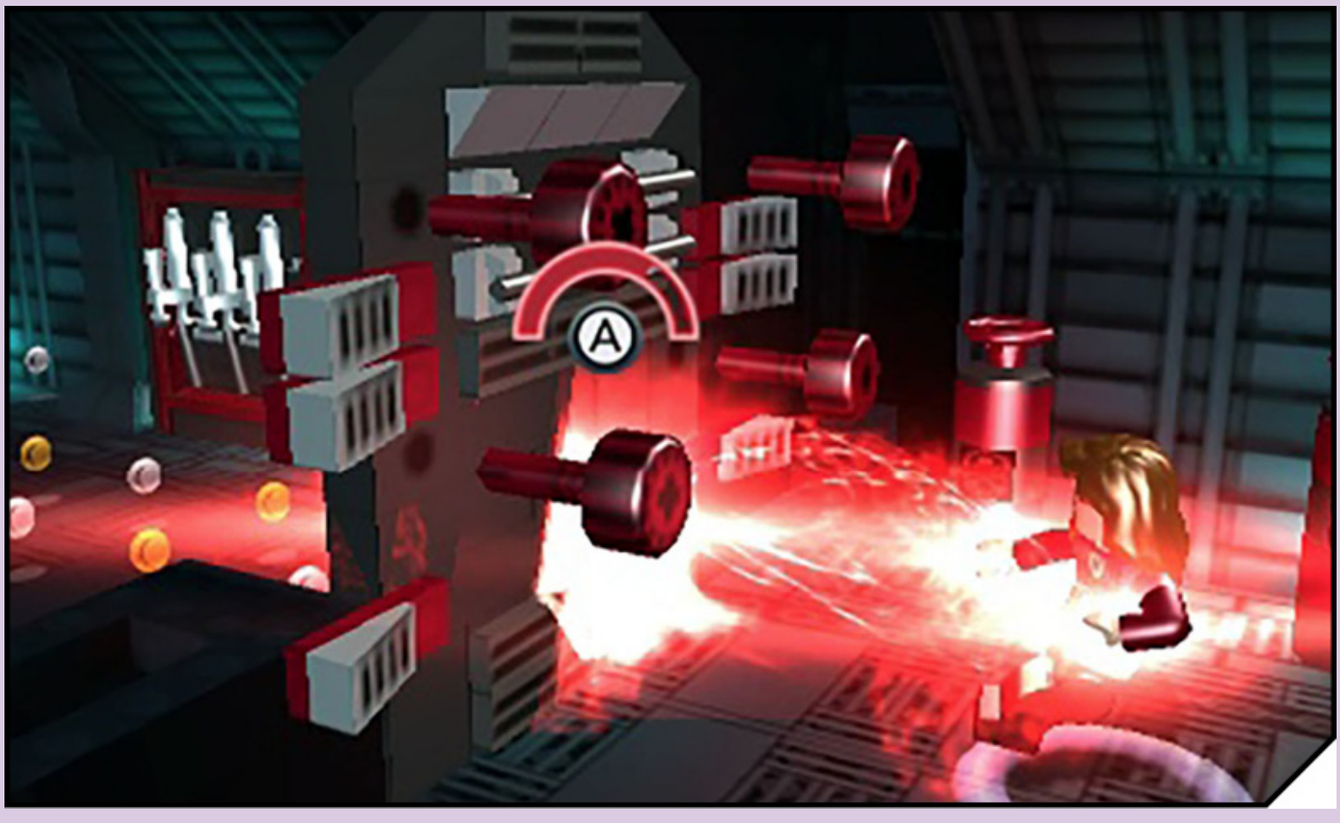
There is a barrier across the top of the train to the right of the gold hatch. Use a character who can fly to get past the barrier. The token is located in the center of the next car. Pick it up and add it to your collection!

There are more enemies inside the train; attack them to clear out the area. There is also a gold crate that Bucky can destroy. Now switch to Cap and shield-rush through the cracked LEGO door. Clear out another rail car and rush through a second cracked door to continue advancing through the train.

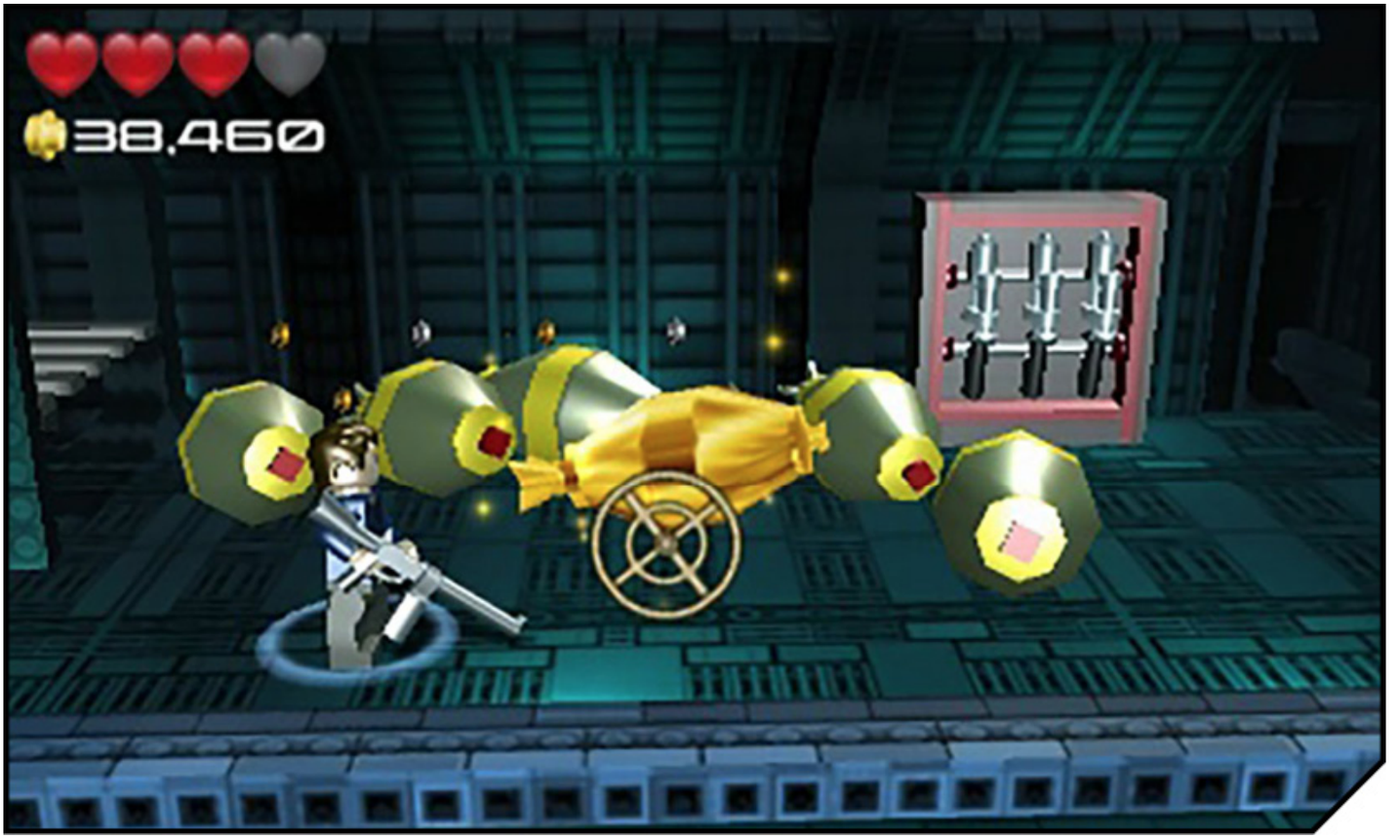


> *RED BRICK (FREEPLAY): RANDOM IMPACTS*

You will need a character with hex power (such as the Scarlet Witch) to get this Red Brick. Once inside the train, move to the left and use hex power to open the locked door to access the brick.



After defeating all the enemies in the next rail car, break up some machinery on the left side, and then assemble the pieces into a mechanical hand. The hand dumps several bombs onto the rail car's floor. Use Bucky's machine gun to destroy the gold bomb. After it blows up, it takes out the roof of the rail car. Assemble the pieces into a kick wall, take control of Cap, and kick your way up to the top of the train.



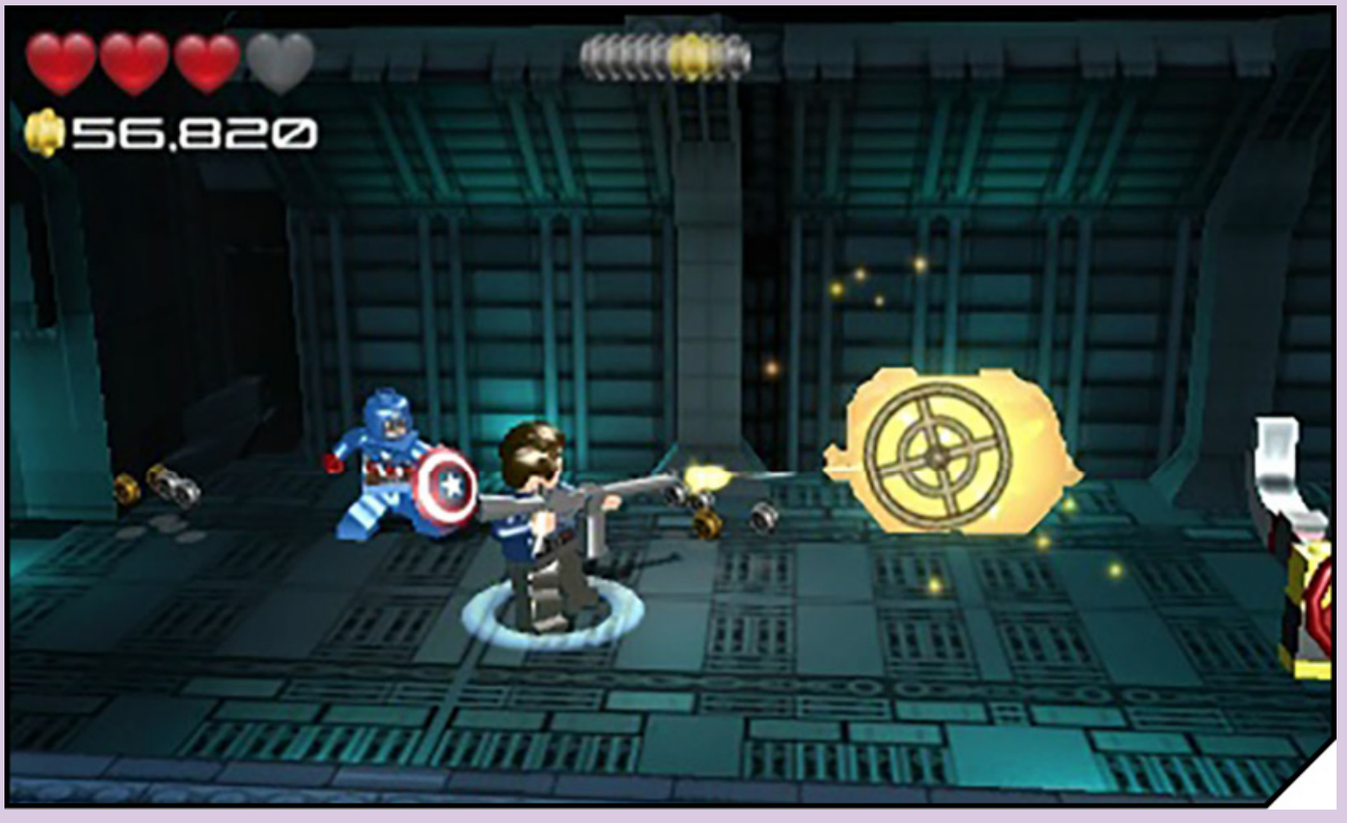
> *CHALLENGE: RIGHTEOUS INDIGNATION*

While playing as Bucky, defeat six HYDRA enemies to earn this gold brick.

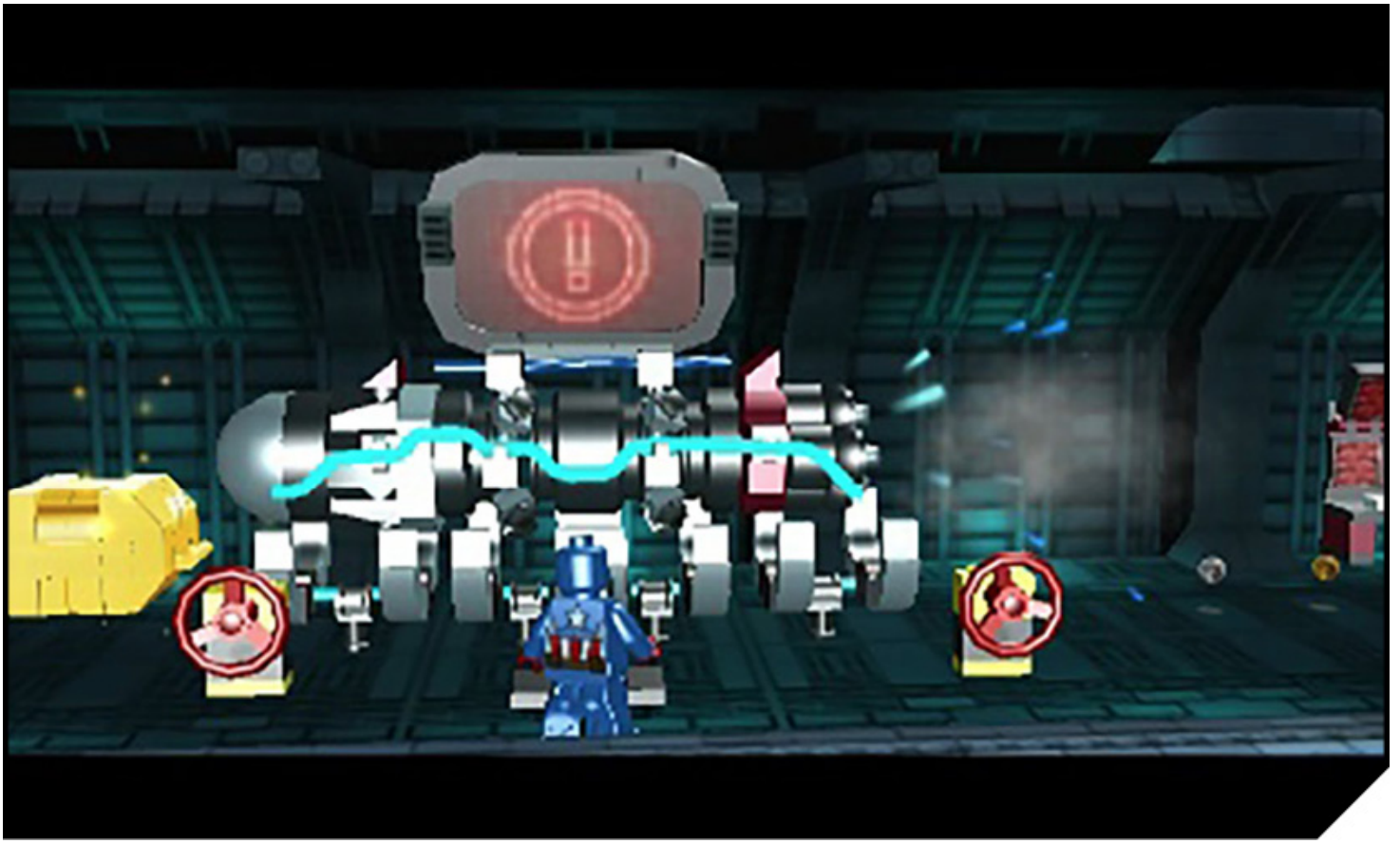
Once on top, move to the right. When any turrets appear, use Cap's shield to block their shots right back at them. Continue to the right until you see a large laser turret. Block with your shield and aim the laser right back at the turret. Keep it aimed at the turret until it is destroyed.

> CHALLENGE: FOOL'S GOLD

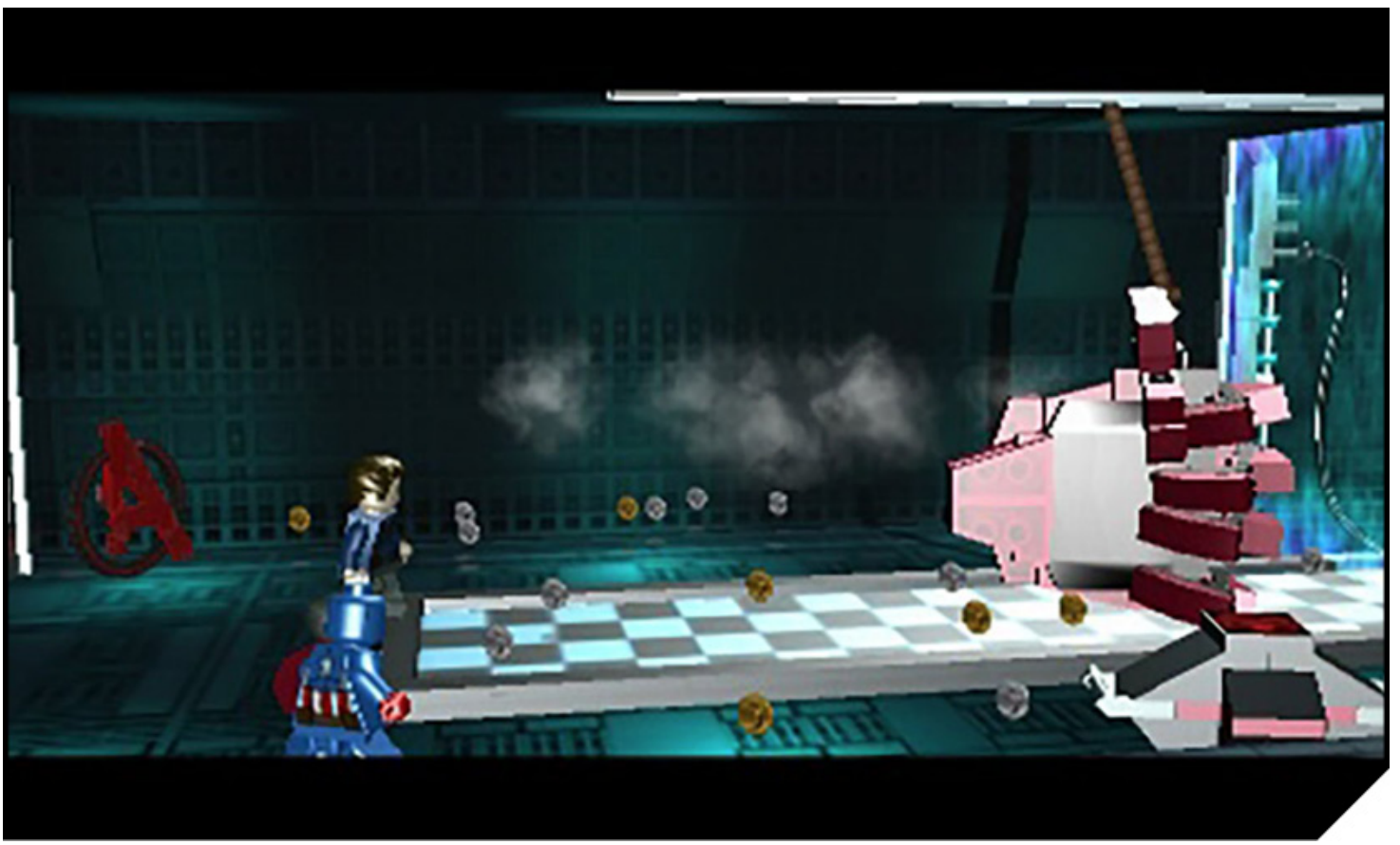
Smash three gold HYDRA crates to earn this gold brick. Use Bucky's machine gun to make this task a breeze.



Drop down into the train through the hole left by the destroyed turret. Defeat more enemies and go to the left. Shield-rush through a cracked door and clear out the next car to find two wheels. Turn them one at a time to line up a series of wires on the side of a rocket. Once they line up and complete the connection, press the button to launch the rocket. It blasts through the door and reunites you with Bucky again.



Use Bucky's machine gun to shoot through a gold door. Advance to the right into another car; this one has a force field blocking the path. Defeat the enemies and smash some containers; assemble the pieces into a giant fist. Run up next to it and kick it to send it sliding through the barrier and into the controls to lower the barrier.



As you approrach the front of the train, press the red button. Fight the enemies that start to attack. The level ends once all three are defeated.

> HUB VISIT

Phil Coulson and Steve Rogers are on a quinjet. Fly it to the helicarrier. Upon landing, you gain control of Steve Rogers. It's time to look for Bruce Banner, so follow the red arrow to find him.

Once the helicarrier takes to the air, move to the green circle and press the red button. Use the elevator to descend into the helicarrier to find Nick Fury.

After talking to Nick Fury, you need to find Jasper Sitwell who needs your help doing a face trace. Select the picture that most resembles Loki. Once you have three matches, it is time to go after him. Get Steve Rogers to the storage area to suit up. Follow the red arrow to a green circle and use the button to open the door. After Steve puts on his suit, follow the red arrow to the quinjet on the deck of the helicarrier to start the next level.

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Level 5

Shakespeare in the Park

Earth's Mightiest Requirement 40,000

Story Mode Characters Unlocked

- Captain America
- Iron Man (MK6)
- Steve Rogers

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Level 5

Iron Man (MK6)

DEFEAT THOR >>>

After the Avengers have captured Loki in Germany and are transporting him back to the helicarrier, Thor arrives to take his step-brother back to Asgard. However, Iron Man is not about to give up Loki without a fight. Start attacking Thor. When he prepares to slam his hammer into the ground, be ready to jump to avoid the blast.

Keep hitting Thor. Eventually, the shock of the two fighting throws Iron Man back with great force. As he is flying backward, dodge obstacles and collect as many studs as possible.

> CHALLENGE: CLEAN BREAK

While flying backwards through the forest as Iron Man, avoid taking any damage and get this gold brick. Using the Invincibility Red Brick will make this challenge much easier, too.

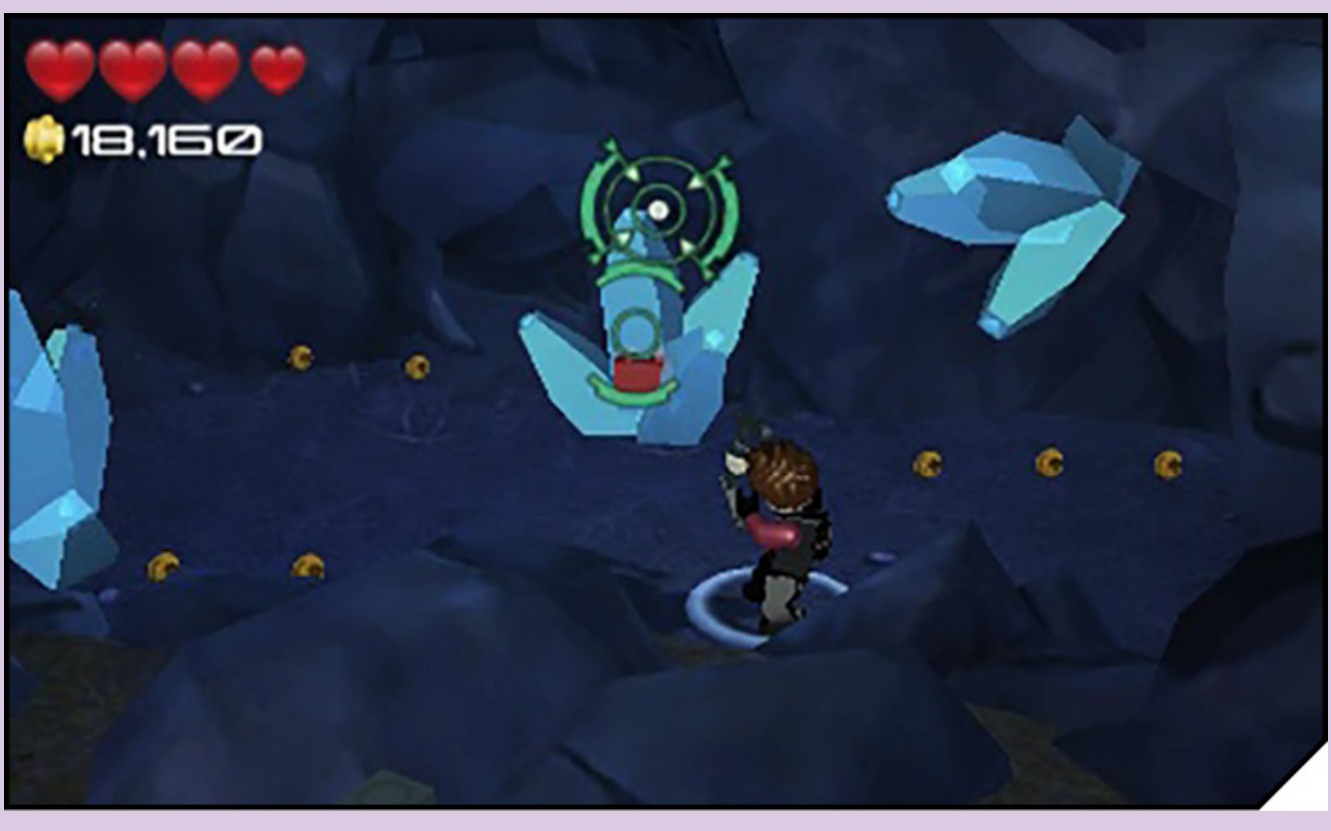
> CHARACTER TOKEN: CAPTAIN AMERICA (SAM WILSON)

This token is located on the left side of the screen as Iron Man is flying backwards. Move over to the left side as you approach the end of this stage to collect it.

Iron Man finally lands after hitting a power line tower and starting a fire. Fly up by pressing jump twice and use missiles to destroy four silver objects on the tower. After doing so, land and assemble the pieces into a wood chipper to clear a path through the burning trees. Continue to the right and across a stream.

> RED BRICK (FREEPLAY): FAST BUILD ACTIVATE

Instead of crossing the stream, walk back into the waterfall to locate a cave. Continue to the left to find a red brick stuck inside a glass crystal. Use a character who can break glass to get the red brick.



When you find Thor, encourage him to hit you with his lightning beam. This powers up Iron Man, so hit him with charged-up attacks. Keep hitting Thor with repulsor attacks until you knock him back.

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Level 5
Captain America

STOP THE FIGHTING >>>

As Iron Man and Thor continue to fight, it's time for Captain America to step in and put a stop to everything. After jumping out of the quinjet, guide Cap and collect studs. Upon landing, shield charge the cracked LEGO tree to knock it down so you can cross the river.

On the other side, jump onto the twirl poles to reach the ledge above on the right. Move to the right and throw your shield at an overhanging rock. Assemble the dropped pieces into an awning and a wall-run pad that allows you to move underneath the waterfall.

> CHARACTER TOKEN (STORY MODE): MALEKITH

Once you get to the ledge after the poles, as Captain America, double jump to the left to access a ledge on the left to find this token.

Use the shield again to break up another rock above. This reveals a rock climb wall. Climb up it to a higher ledge, then run up a fallen tree trunk to drop down into the fight between Iron Man and Thor.

> CHALLENGE: THAT'S ENOUGH!

Before jumping down from the tree trunk, take aim at both Thor and Iron Man down below. Hit both of them to earn this gold brick.

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Level 5

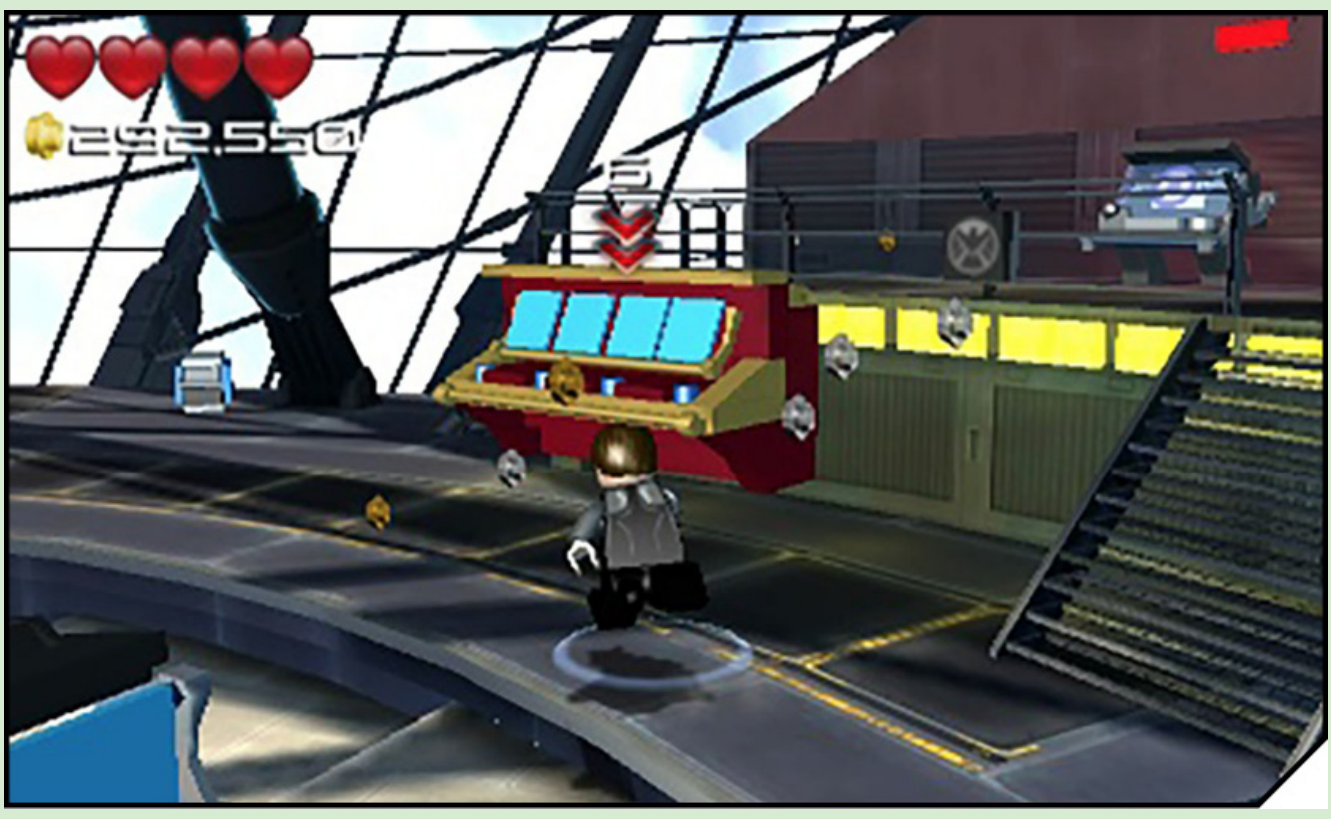
Captain America and Iron Man (MK6)

FORCE THOR TO PUT HIS HAMMER DOWN >>>

Captain America and Iron Man must now work together to stop Thor. Keep hitting Thor with attacks to damage him and reduce his health until the fight finally ends. Remember to jump when he slams his hammer to avoid the shockwave. Since you have both Captain America and Iron Man, use their teamwork moves to inflict damage on Thor. Combined, these two characters are much more powerful.

> HUB VISIT

Tony Stark is trying to find out what S.H.I.E.L.D. is doing. Move to the red console and smash it; assemble the pieces into a video game to distract an agent. Now proceed to the console where the agent was working and hack it. Next, follow the red arrows to locate Bruce Banner.



As Captain America, you need to investigate the hangar. When you arrive, smash a console and assemble the pieces into a bouncer. Use it to jump onto a ledge and push a crate off it. Assemble the pieces of the broken crate into a checkered track so you can push another crate along the track to the end. Now jump to another ledge and use the kick walls to reach the catwalk. Move to the left and open a crate to see what Nick Fury has been hiding.

Now it's Black Widow's turn! She needs to interrogate Loki. Move to the left along a catwalk and press the action button at the green circle to use a grappling hook to access a console. Use the console to open the container where Loki is being held. Once done, drop back down and move to the right to speak to Loki. After he reveals his plan, follow the red arrow to find Nick Fury. Confront him and prepare for the next level.

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Level 6

Attack on the Helicarrier

Earth's Mightiest Requirement 15,000

Story Mode Characters Unlocked

- Black Widow
- Thor

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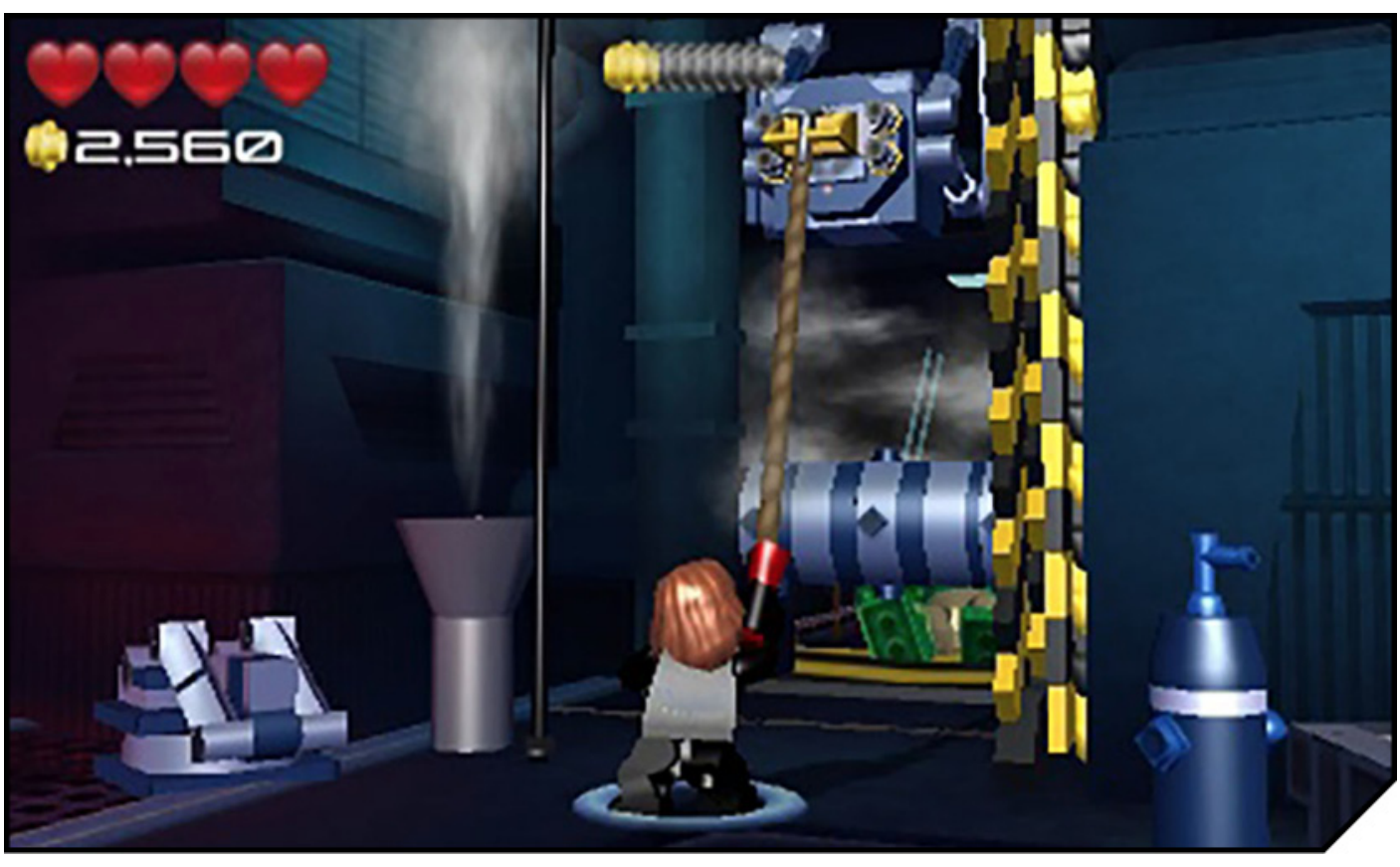
Level 6
Black Widow

GET AWAY FROM THE HULK >>>

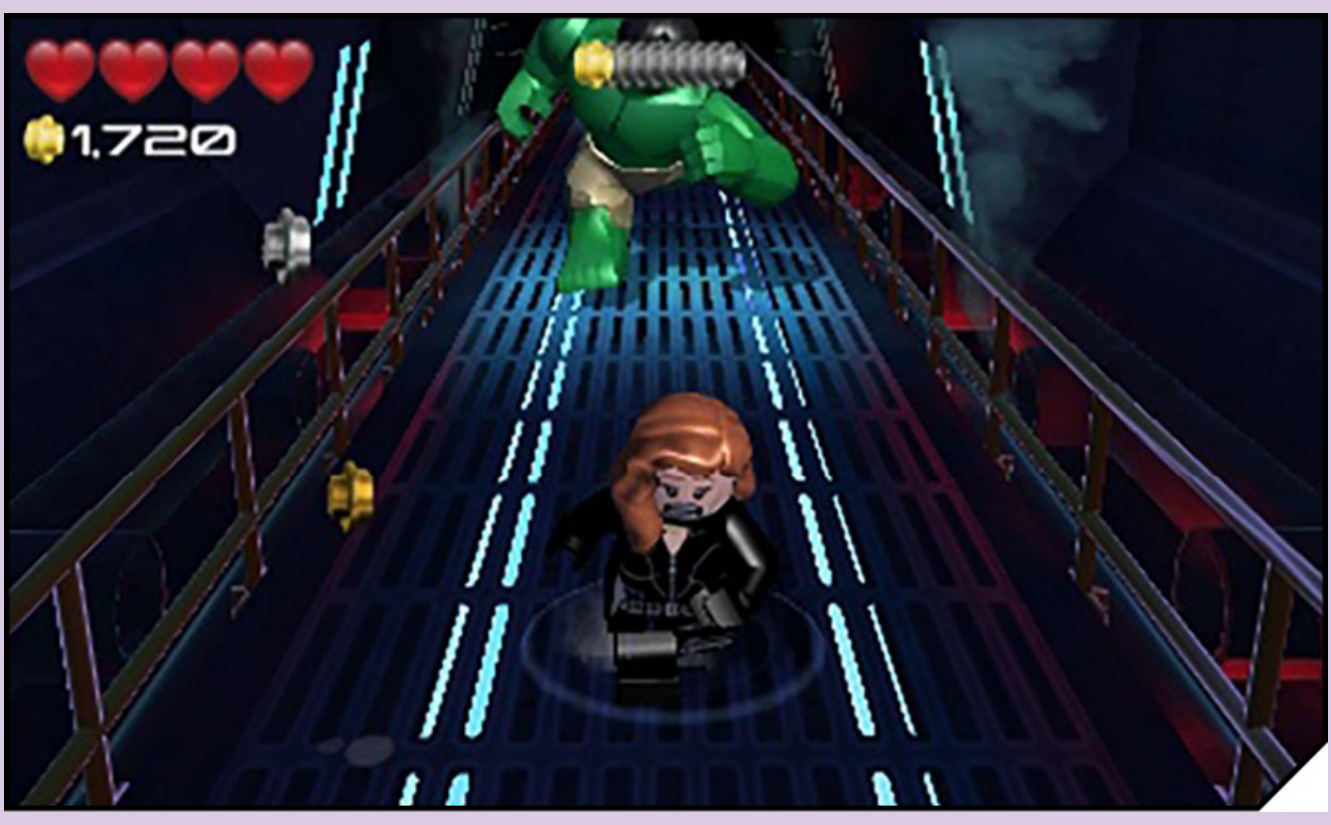
The helicarrier is under attack and Bruce Banner has turned into the Hulk. As Black Widow, run away from the Hulk and slide underneath a barrier to reach the next room. Shoot the grappling hook up and pull down some items; assemble the pieces into an arm that deploys a kick wall. Use the kick wall to reach a catwalk and follow it around.



Keep running along the catwalk. Hulk will try to attack by punching up through the floor. When he finally gets on the catwalk, continue fleeing and dodge left and right around barriers to avoid him. Just follow the trail of studs and you'll be fine.

> CHALLENGE: RUSSIAN' AWAY

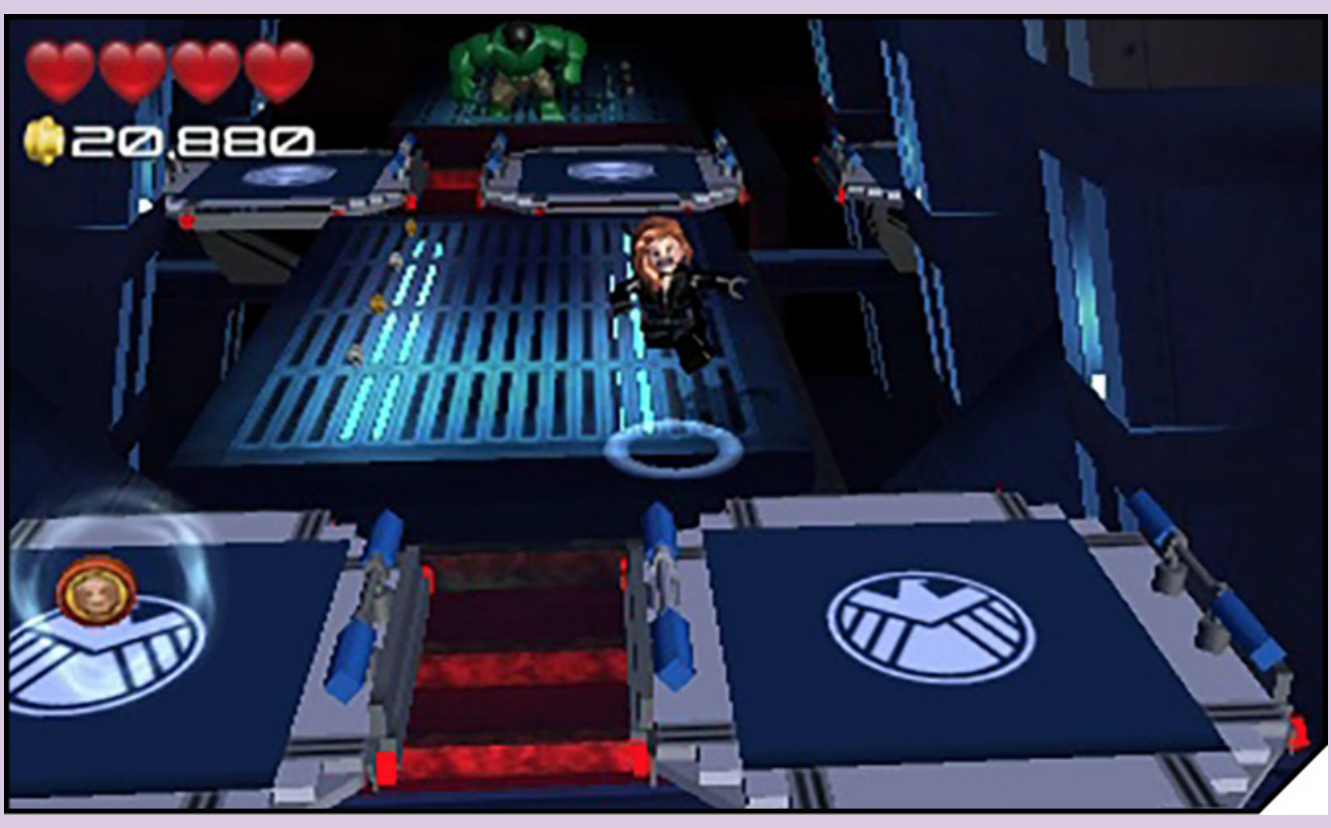
Avoid getting caught by the Hulk to receive this gold brick.



You come to a series of moving platforms. Get across the first moving platforms while continuing to run away, then traverse two more rows of moving platforms

> CHARACTER TOKEN: AGENT SITWELL

When you reach the two rows of moving platforms, don't rush directly across. Instead, wait for this character token to appear and then jump to get it.



As you continue to run, Hulk jumps right in front of you. When this happens, slide under his legs and continue along the walkway to the left. Hit the pad, run along the wall, and keep moving.

> RED BRICK: MEGA JUMP

After Black Widow slides under Hulk's legs and enters a room where a large door closes behind her, look for a pole on the back wall on the right side. Use the twirl poles to reach the red brick.

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Level 6
Thor

DEFEAT THE HULK >>>

Just as the Hulk is about to smash Black Widow, Thor arrives. Follow the on-screen prompts to attack Hulk. However, Hulk eventually grabs Thor and throws him. While flying backwards, maneuver left and right to avoid obstacles and collect some studs.

> CHARACTER TOKEN: ODIN

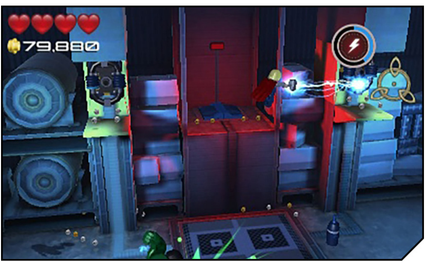
As Thor is flying backwards, move so you hit this token and add it to your collection. It is about halfway through this stage, near the center of the screen.

Thor and Hulk end up in a large room. Throw Thor's hammer at Hulk and then while Hulk is trying to pick up the hammer, jump onto his back. Make him run into one of the cracked LEGO pillars near the back of the room. Throw the hammer at Hulk again and make him run into the second pillar as well.

> CHALLENGE: ANGER MANAGEMENT

While on Hulk's back, make him run into three cracked LEGO containers to get the gold brick and complete this challenge.

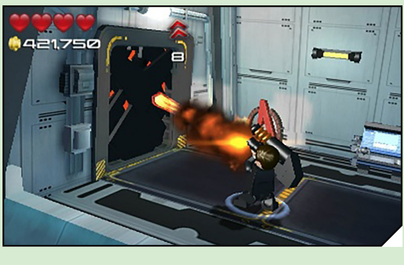
Now fly up and charge the two generators with Thor's lightning. This opens a control panel in between the generators. Fly over to it and press the button to send electricity down to the metal floor where Hulk is standing.



> HUB VISIT

Enemies are assaulting the helicarrier bridge. Defeat 12 of them and move to the console in the middle to call for backup.

Now as Agent Coulson, you need to find Loki. Before you begin, use the nearby S.H.I.E.L.D. console to open a door and enter to grab a large, powerful weapon called the Destroyer. Move to the left and blow up the silver door. Attack the enemies that appear and continue onward. When a large gold door drops down and blocks the path, use the Destroyer to blast it open. It takes several hits to get through the door. Finally, continue down the hallway and blast the Asgardian door to continue to the next level.



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Level 7

Raising the Helicarrier

Earth's Mightiest Requirement 28,000

Story Mode Characters Unlocked

- Agent Coulson (Shades)

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Level 7

Agent Coulson (Shades)

ATTACK LOKI >>>

Loki has trapped Thor in the containment cell, however, Agent Coulson is there to stop him. Unfortunately, Loki attacks first. Agent Coulson still has the Destroyer, so use it to attack Loki.

> CHALLENGE: ENOUGH TALKING!

Fire the Destroyer at Loki before he finishes his speech to get rewarded with a gold brick.

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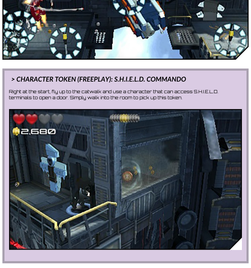
LEGO MARVEL AVENGERS

Level 7
Iron Man (MK6) and Captain America

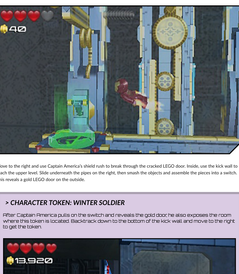
FIX THE HELICARRIER TURBINE >>>

Captain America and Iron Man must get one of the helicarrier's turbines up and running or the ship will fall from the sky. Head down and to the right, defeating all of the enemies that attack. When the coast is clear, use Iron Man's missiles to blow up the silver debris blocking your way.

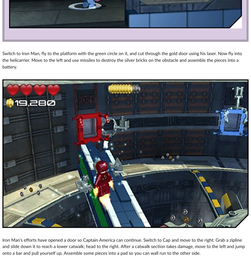


> CHARACTER TOKEN (FREEPLAY): S.H.I.E.L.D. COMMANDO

Right at the start, fly up to the catwalk and use a character that can access S.H.I.E.L.D. terminals to open a door. Simply walk into the room to pick up the token.



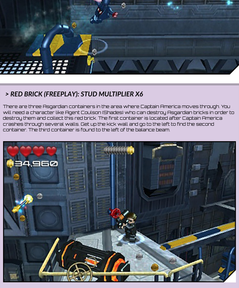
Once it is destroyed, jump over the gap and continue to the right to locate a console behind some glass. As Iron Man, fly down below the glass and use missiles to destroy four silver latches. This closes a way for Iron Man to fly behind the glass and use the console to extend a series of poles. Switch to Captain America and swing across two of the poles. This causes the platform on which Iron Man is standing to move to the right in order to use another console and extend a third pole. Get both of the heroes over to the walkway on the right and defeat the enemies that emerge from the door.



Move to the right and use Captain America's shield rush to break through the cracked LEGO door. Inside, use the kick wall to reach the upper level. Slide underneath the pipes on the right, then smash the objects and assemble the pieces into a switch. This reveals a gold LEGO door on the outside.

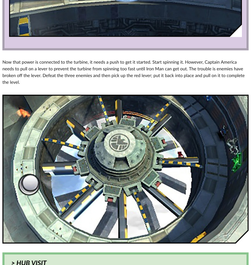
> CHARACTER TOKEN: WINTER SOLDIER

After Captain America pulls on the switch and reveals the gold door he also exposes the room where this token is located. Black-jack down to the bottom of the kick wall and move to the right to get the token.



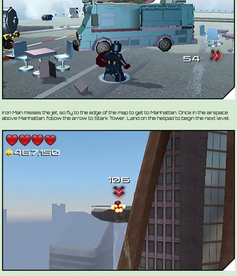
Switch to Iron Man, fly to the platform with the green circle on it, and cut through the gold door using his laser. Now fly into the helicarrier. Move to the left and use missiles to destroy the silver bricks on the obstacle and assemble the pieces into a battery.

Iron Man's efforts have opened a door so Captain America can continue. Switch to Cap and move to the right. Grab a zipline and slide down it to reach a lower catwalk; head to the right. After a catwalk section takes damage, move to the left and jump onto a bar and pull yourself up. Assemble some pieces into a pad so you can wall-run to the other side.



> RED BRICK (FREEPLAY): STUD MULTIPLIER X6

There are three Regardian containers in the area where Captain America moves through. You will need a character like Agent Coulson (Shades) who can destroy Regardian bricks in order to destroy them and collect the red brick. The first container is located after Captain America crashes through several walls. Get up the kick wall and go to the left to find the second container. The third container is found to the left of the ballance beam.



Shield rush to the right through a series of cracked walls. Climb up the kick wall and walk across a beam to the left. Jump onto it, twirl around a series of poles, and keep moving left. When you get to a green block, push it in.

Switch back to Iron Man and move to the green circle; use Iron Man's laser to cut through some debris. Assemble the bricks into a battery, which causes a red block to extend. As Captain America, backtrack to the right and push in the red block.

Iron Man must now destroy a fallen pillar. Assemble the pieces into a third battery to makes a blue block extend. Switch to Captain America, drop down to the lower level, and push in the blue block to reset the relays. Finally, switch back to Iron Man and pull on the two levers to match up the batteries with the same color of housing.

> CHALLENGE: SOME FORM OF ELECTRICITY

To earn this gold brick, you must switch out the batteries using only three moves. To do this, pull on the left lever the right level, and then the left one again.

Now that power is connected to the turbine, it needs a push to get it started. Start spinning it. However, Captain America needs to pull on a lever to prevent the turbine from spinning too fast until Iron Man can get out. The trouble is enemies have broken off the lever. Defeat the three enemies and then pick up the red lever; put it back into place and pull on it to complete the level.

> HUB VISIT

You need to steal a turret, however, Nick Fury has guards surrounding it. Run over to the right blue truck and destroy the objects around it. Assemble the pieces to make an ice cream truck. While it distracts the guards, get to the turret.

Iron Man misses the jet, so fly to the edge of the map to get to Manhattan. Once in the airspace above Manhattan, follow the arrow to Stark Tower. Land on the helipad to begin the next level.

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Level 8

The Battle of New York

Earth's Mightiest Requirement 40,000

Story Mode Characters Unlocked

- Bruce Banner
- Hawkeye
- Hulk
- Iron Man (MK7)

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Level 8

Iron Man (MK7)

DESTROY THE CHITAURI CHARIOTS >>>

After an interaction with Loki, Tony Stark is thrown out a window from the top of Stark Tower. As he falls, the MK7 armor is deployed on him. Maneuver around to collect studs while falling. Now he needs to head back to the top of the tower.

> CHARACTER TOKEN: CHITAURI WARRIOR

As Iron Man is flying back to the top of the tower, destroy the large letter as it falls using missiles and repulsors. Once it is destroyed, you are automatically awarded the token.

Once Iron Man gets past the top of the tower, he continues flying toward the portal Loki has opened. There are lots of chariots emerging from it, and heading toward Manhattan. Destroy as many chariots as possible. Avoid the Leviathan at all costs, though, as it will cause damage if it hits you—plus, it's indestructible!

> CHALLENGE: CHARIOTS ON FIRE

As Iron Man, destroy 15 Chitauri chariots to earn this gold brick.

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Level 8

Captain America, Black Widow, and Hawkeye Part 1

SAVE THE CIVILIANS >>>

There are three civilians trapped and in need of rescue. Defeat the Chitauri near the start of this area and head to the right. Consider using Black Widow or Hawkeye in this section to assist in the Budapest Challenge. There is a turret that fires at you, so use Captain America's shield to deflect the laser back at the turret to destroy it and free the first civilian.

> CHALLENGE: JUST LIKE BUDAPEST

While playing as either Hawkeye or Black Widow, defeat 20 Chitauri in order to get this gold brick.

> CHARACTER TOKEN (FREEPLAY): BETH

Use a strong character such as Hulk to move some debris out of the way at the start of the stage. Assemble the pieces into a small turret. Select Thor and charge up the generator. The turret then shoots down a chariot and a token appears to add to your collection.

Fight to the right to find the second civilian, who is stuck inside a comic book store. Select Hawkeye and target the glass window with his sonic arrow. When it hits, the glass shatters and the second civilian is saved.

A Chitauri chariot blocks the path now. Select Captain America and use a teamwork move to launch Black Widow into the air and onto the awning. There are some spots for poles to the right--but no poles. Use Hawkeye to shoot arrows into the sockets so Black Widow can twirl around the poles and get behind the chariot.

Attack the Chitauri on the chariot. After the chariot breaks up, assemble the pieces into a jack. Jump on one end of the jack several times to flip the overturned bus upright. The last civilian is still trapped inside the bus, so use Black Widow's (or Hawkeye) grappling hook to pull open the bus and free the civilian.

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Level 8

Captain America, Black Widow, and Hawkeye Part 2

DEFEAT THE CHITAURI >>>

The battle continues. Use Hawkeye's explosive arrows to destroy a silver vehicle and clear the way to the right. While advancing, locate three Chitauri rapelling down the building. Shoot them using Hawkeye's arrows (or another character's attacks) to defeat them.

> RED BRICK (FREEPLAY): STUD MAGNET

After defeating the rapelling Chitauri, use a flying character to glide through the hole in the wall in the building. Now switch to a character, such as Captain America, who can go through cracked walls. Finally, choose a character like Iron Man who can hack terminals. Once the terminal is open, the red brick falls out.

A Chitauri chariot appears and blocks your path. Switch to Black Widow and press the action button to activate her stealth ability. Move past the chariot, careful not to get too close, and smash a red car. Assemble the pieces into a water cannon on the fire truck and use the water cannon to shoot the chariot.

Your heroes fall to a lower level when the bridge collapses. Fight your way to the right, smashing vehicles along the way, and assemble pieces into a bouncer to return to the upper level. Once on the upper level, Thor arrives. Fight off some more Chitauri and use Hawkeye's arrows to blow up a gold object. Assemble the pieces into a rocket. Switch to Thor and use his lightning to charge up the generator and launch the rocket at a truck to clear a path.

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Level 8

Hulk and Iron Man (MK7)

DEFEAT THE LEVIATHAN >>>

Now it's time to take on a Leviathan. Iron Man lures one towards the heroes on the ground. As Bruce Banner, hit the buttons on the screen to get angry and turn into the Hulk. Press the buttons as they appear on-screen to stun the giant creature. Once Hulk does his job, you switch to Iron Man. Fire missiles at the silver scales on the Leviathan to defeat it and complete the level.

> HUB VISIT

As Hulk, start by climbing the building. While doing so, move left and right (and up and down) to defeat the six Chitauri. All you need to do is simply move into them to defeat them. Finally, jump off the building.

Now you learn how to super jump. Hold down the jump button and then release it to jump to the next building shown on the map. Defeat the Chitauri on the building and continue on to the next one, super jumping to get there. Clear every building until all the enemies have been defeated. Note that some of the enemies are located on the sides of the buildings.

Finally, you take control of Thor. Fly to the Chrysler building to continue to the next level.

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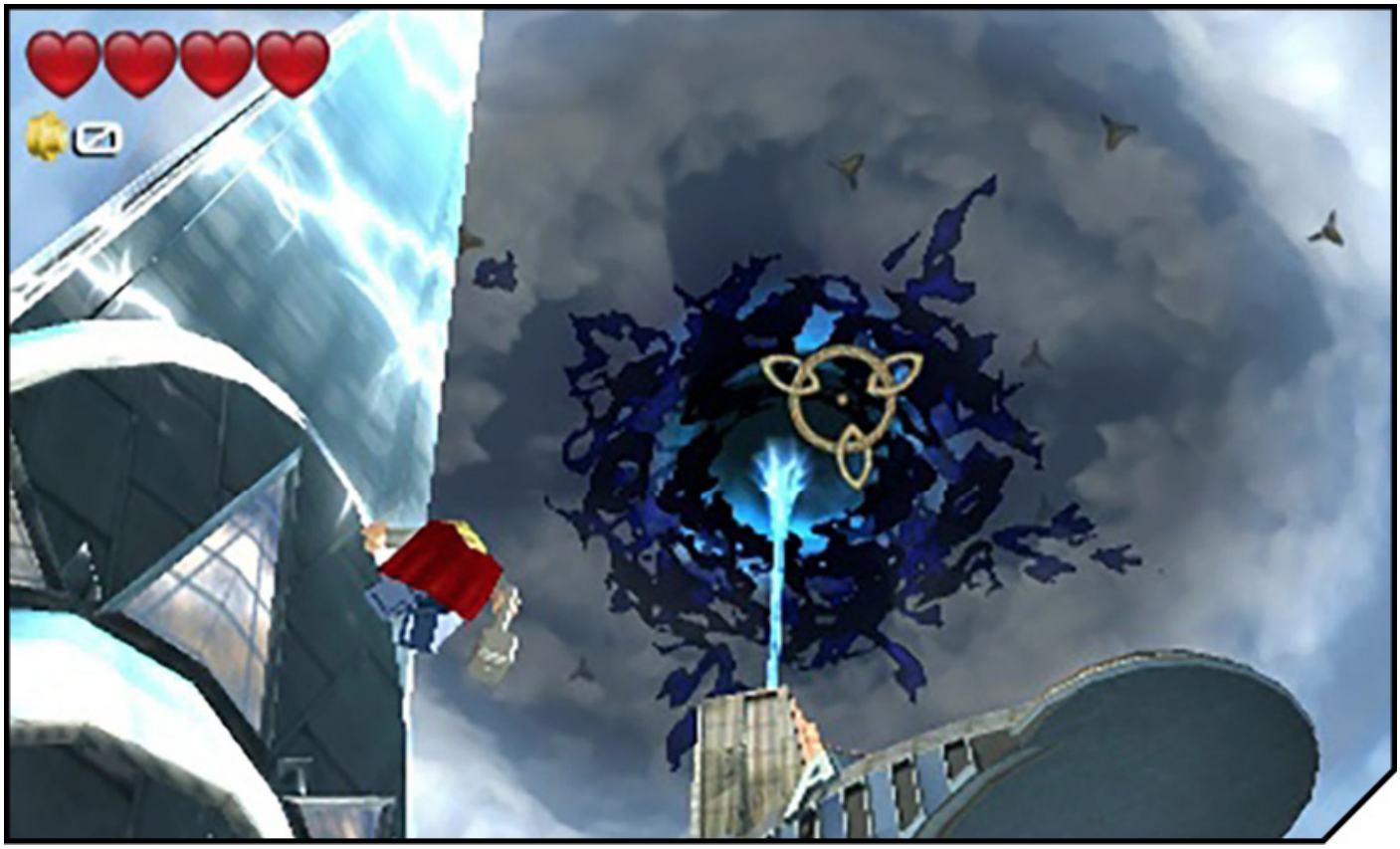
Level 9

Leviathan Ride

Earth's Mightiest Requirement 36,000



Story Mode Characters Unlocked

- None

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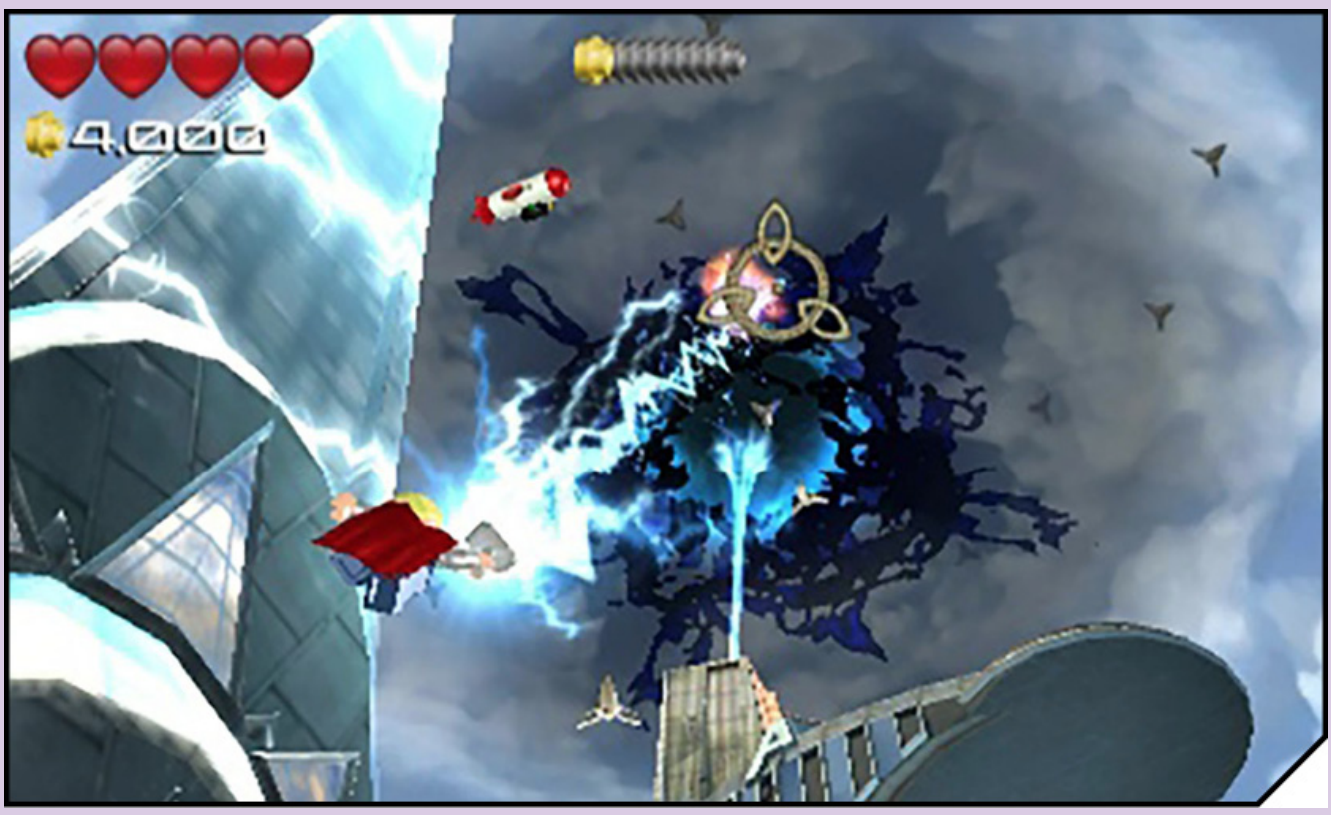
Level 9
Thor

SHOOT DOWN THE CHITAURI >>>

While the other Avengers are down at street level, Thor is on a building taking on the Chitauri as they emerge from the portal. Hold down the action button to charge up, then press the attack button to fire. There is a Leviathan flying around; it takes a lot of damage to destroy it, so keep firing at it as well as the chariots.

> RED BRICK: HELIUM VOICES

While attacking the Chitauri, a small blimp flies past. It usually comes when it's time to recharge, so you may want to hold off on firing until you shoot down the blimp. The red brick is awarded automatically once you destroy the blimp.



> CHALLENGE: LEVIATH-OWNED

Defeat the Leviathan to earn this gold brick. The health of the creature appears at the top of the screen. You have to really concentrate fire on it if you want to defeat it before this stage ends.

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LEGO MARVEL AVENGERS

Level 9

Thor and Hulk

DESTROY THE LEVIATHAN'S FINS >>>

Hulk and Thor are on the back of a Leviathan. There are lots of Chitauri on it as well and they just keep coming! You must destroy three of the fins on the Leviathan. Hulk can crash through the gold fin toward the back of the Leviathan. However, the second fin with a crack is a bit tougher to destroy. As Hulk, press the teamwork button to pick up Thor. When you're ready, take aim and throw him at the cracks. After destroying two fins, a chariot crashes into a third fin and leaves a crack on it. Use Hulk to crash through the last fin.

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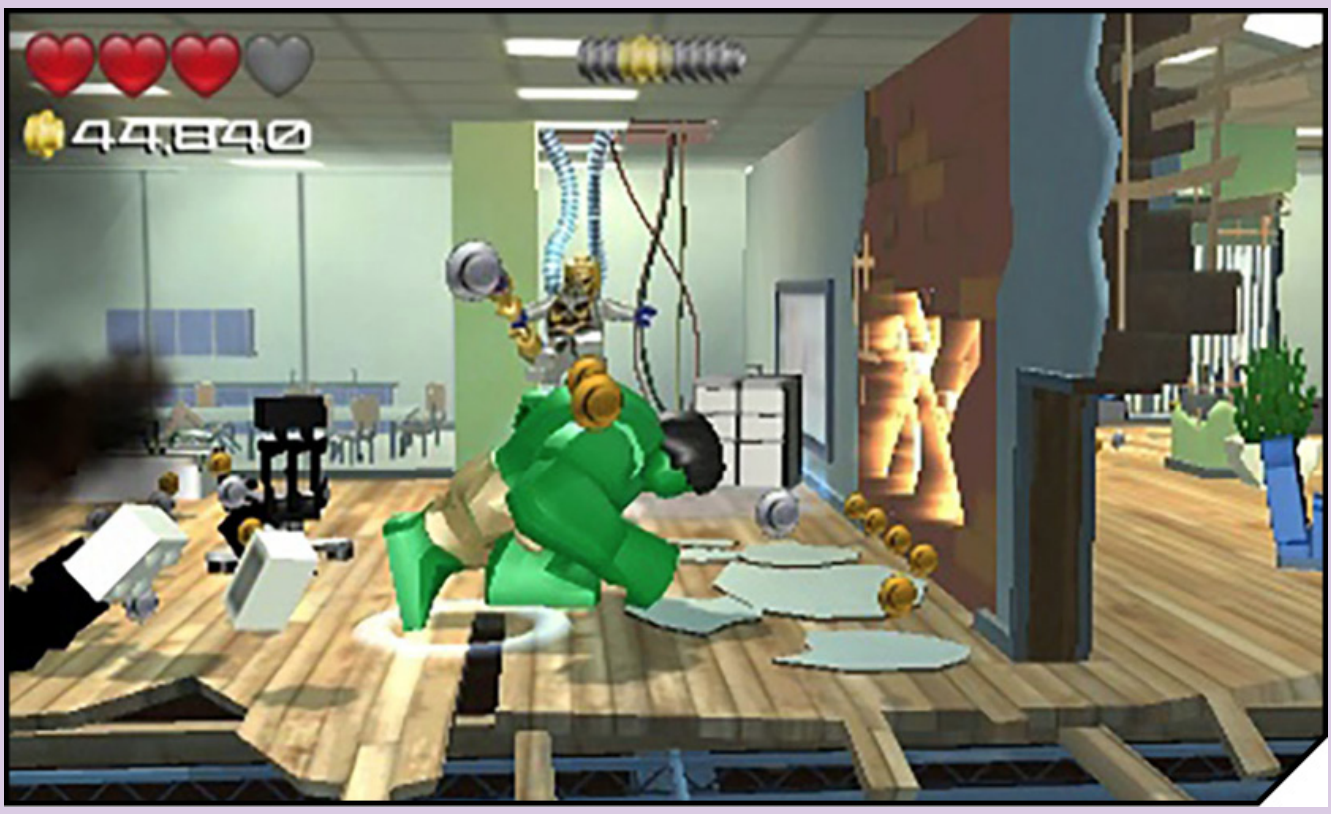
Level 9
Hulk

OFFICE RUSH >>>

After hitting the last fin, Hulk falls from the Leviathan and lands inside an office building. There are lots of Chitauri in here, but you don't have to fight them. Charge rush through the cracked walls while moving to the right and jump out the window to get back onto the Leviathan.

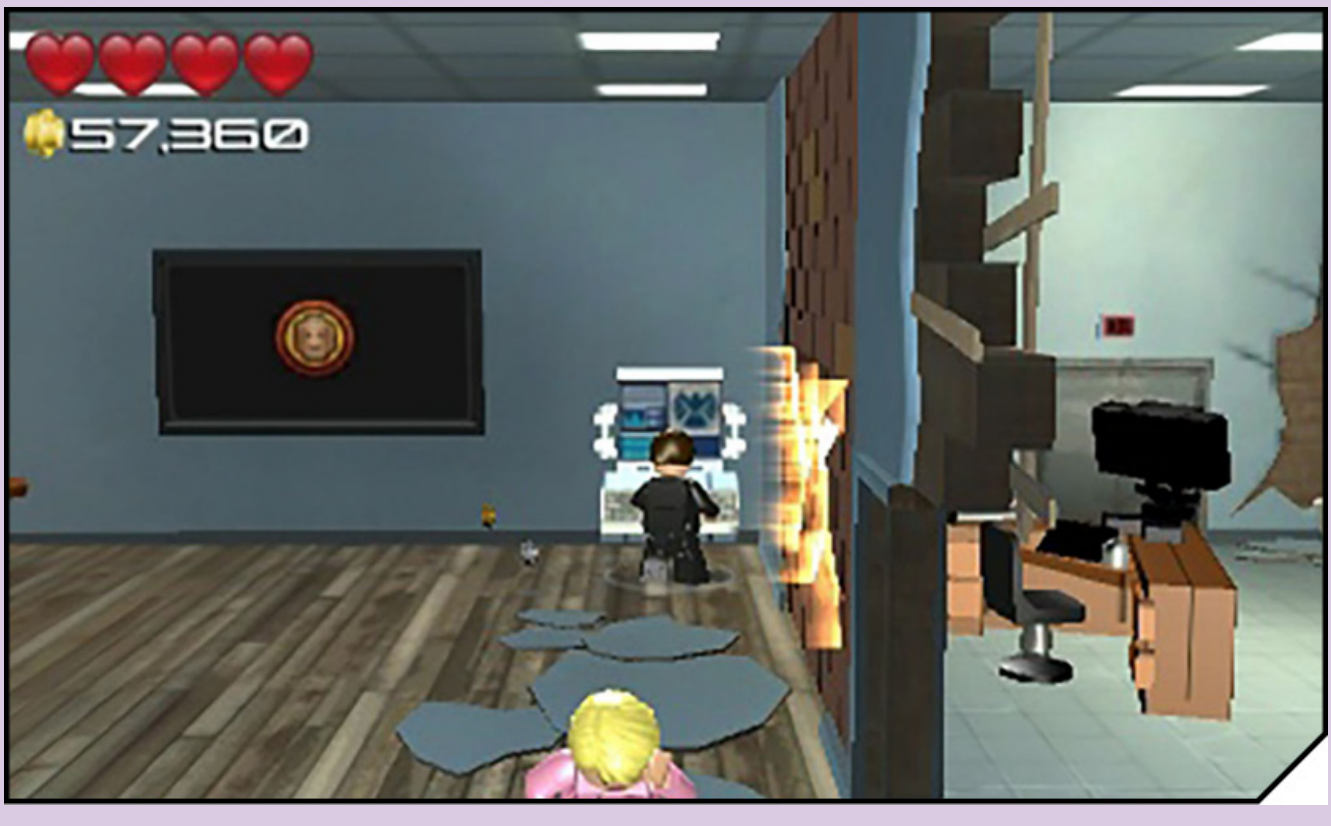
> CHALLENGE: CLOCKING OFF

When the Hulk is in the office, don't waste any time fighting the enemies. Instead, rush to the right and get through this stage in less than 30 seconds to complete this challenge and earn the gold brick.



> CHARACTER TOKEN (FREEPLAY): STAN LEE

While inside the office building, look for a panel on the back wall of the meeting room. Use a character with the hacker ability to hack the panel and release the token.



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Level 9

Thor and Hulk (Continued)

DEFEAT THE LEVIATHAN >>>

Break up some objects on the back of the Leviathan and assemble the pieces into a generator. Use Thor to charge up the generator, but this also causes more chariots to appear. Charge up Thor and use his lightning attack to shoot them down.

> CHARACTER TOKEN: POLICE CAPTAIN

After charging up the generator, part of the Leviathan is blown away to the left. Move over to it and assemble the pieces into a sun lounger. After doing so, a token appears on the chair.

After shooting down the chariots, assemble some pieces to the right of the generator. Using Hulk, pull on the handles and pick up a fin. Move to the right and push the buttons that appear on-screen to finish off the Leviathan.

> HUB VISIT

Black Widow is taking on the enemies. Defeat all six of the Chitauri in Grand Central. After doing so, a chariot crashes; assemble the pieces into a springer and use it to catch a ride on a chariot.

At this point, you switch to Hawkeye on the roof of a building. Use his bow to shoot down nine chariots. When Loki appears, fire at him. In the meantime, shoot down more chariots and Chitauri who drop down onto the roof. Reduce Loki's health to zero to unlock the next level.

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Level 10

Saving New York

Earth's Mightiest Requirement 35,000

Story Mode Characters Unlocked

- None

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Level 10

Hulk

DEFEAT THE LOKI CLONES >>>

Hulk is in Stark Tower and Loki has created 20 clones to attack him. Watch out as the clones try to attack from all sides. While Hulk is powerful, his attacks are slow so the clones will try to gang up on him. Use Hulk's Charge ability to quickly dispatch some of these foes.

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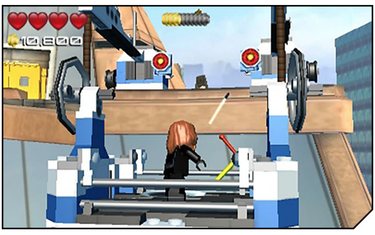
Level 10
Black Widow and Hulk

GET LOKI'S SCEPTER >>>

Black Widow is on the roof of Stark Tower. Jump down to a lower level of the roof where a cleaning lift is located. Hop onto the lift and shoot the two targets to make the lift drop. When it stops, interact with the S.H.I.E.L.D. console. When you briefly switch back to the Hulk, press the buttons that appear on-screen to defeat Loki.

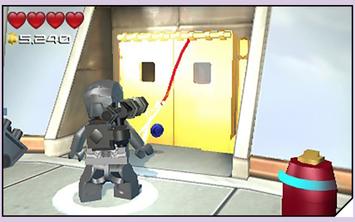


> CHALLENGE: FLY TOY

There are three flying robots that resemble small helicopters. Shoot them all down to complete this challenge and earn a gold brick. Remember to shoot down the first flying to the right of the roof before Black Widow drops down to the lower level. The second one is located near where Black Widow picks up Loki's scepter. The third and final robot is on the left side of the tower near the Hulk pad.

> RED BRICK (FREEPLAY): ENEMY LOOT

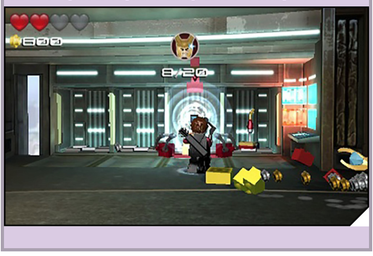
There is a gold LEGO door near the cleaning lift. Cut through the gold LEGO using a character such as Iron Man to get this red brick.



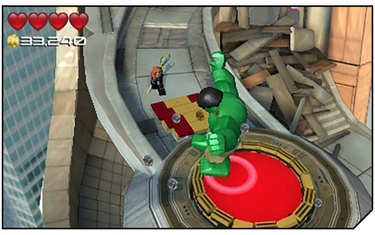
The scene then shifts back to Black Widow. Pick up Loki's scepter and fight off the two Chitauri who drop in and attack. Follow the trails of studs to the right and then around into the room where Hulk is waiting. Use Black Widow's teamwork ability to calm down the Hulk so he turns back into Bruce Banner. Now move to the back of the room and simultaneously pull on both levers to open a door on the left side of the room.

> CHARACTER TOKEN (FREEPLAY): IRON MAN (MK1)

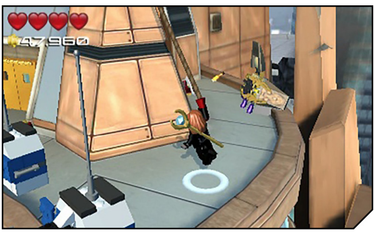
While inside Stark Tower, the Iron Man MK1 armor is located inside a glass case. Use a character such as Hawkeye to break the glass, then destroy the silver armor suit to get the token.



Move outside and break the spinning machinery at the end of the walkway; assemble the pieces into a pressure pad. Now take control of Bruce Banner and change back into the Hulk by holding down the attack button. When the kick wall deploys, switch back to Black Widow and get to the top. Walk across a ledge and jump up a series of handholds to reach a higher section of the roof.



Defeat the Chitauri enemy that drops in. When a chariot crashes into the building, assemble the pieces into a bar that you can use Black Widow's grappling hook on. Get up to the next level of the roof and defeat three more Chitauri.



A security camera is located near the ladder leading to the top of the building. Activate Black Widow's stealth ability and sneak past the camera. Climb the ladder to the rooftop and use the sceptre on the device to begin closing the portal.

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Level 10

Iron Man (MK7)

CLOSE THE PORTAL >>>

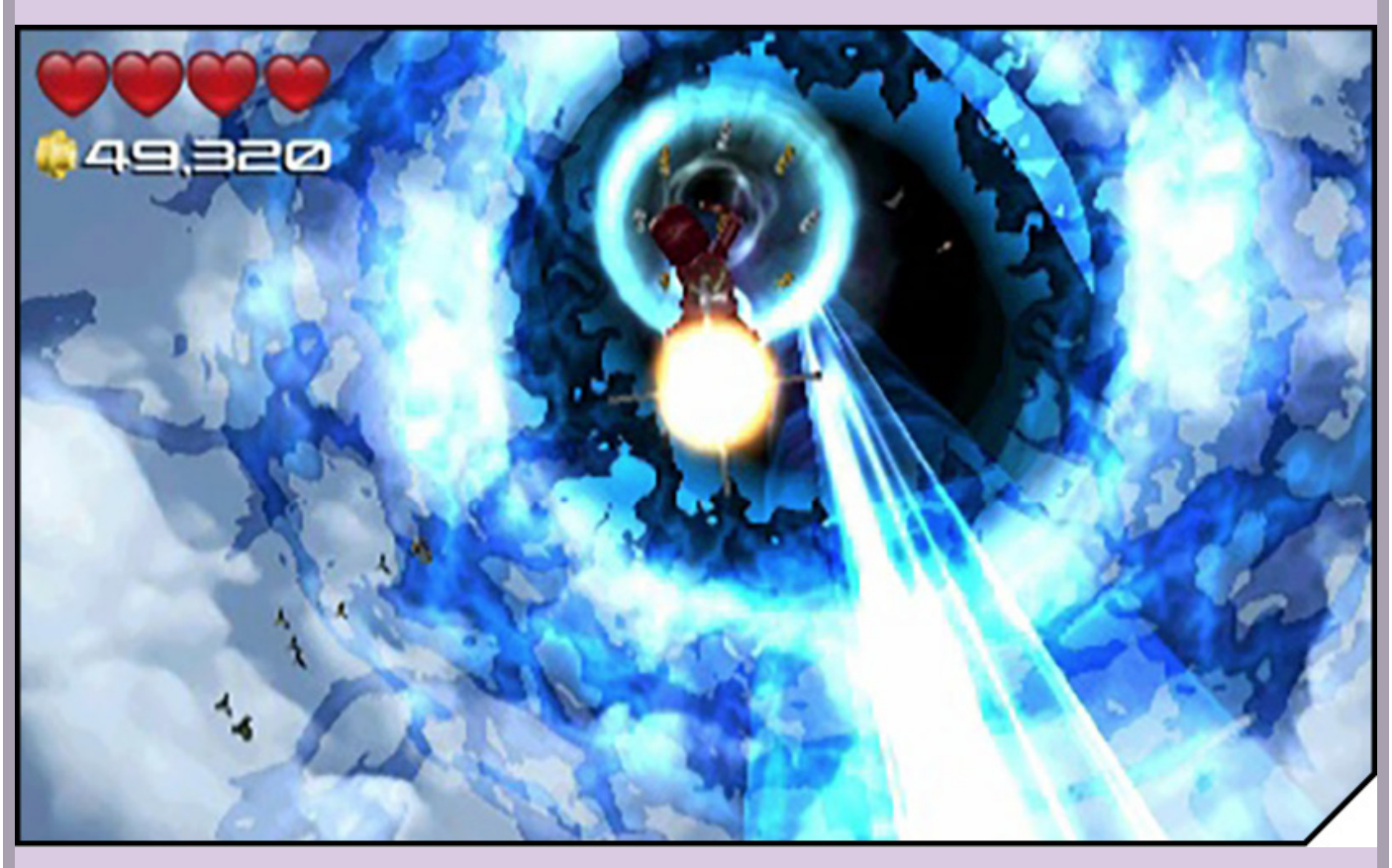
Iron Man takes over now. He has a nuke on the way and needs to get it up to the portal. Fly skyward, collecting studs along the way and avoiding the Chitauri chariots. Once Iron Man gets the nuke up to the portal and destroys the Chitauri command ship, it closes the portal and ends the level.

> CHALLENGE: INTO AVOID

While flying up towards the portal, avoid all of the Chitauri chariots to get this gold brick.

> CHARACTER TOKEN: LOKI

As you are flying, go through the ring of studs before you reach the Leviathan. This token is located in the center of that ring.



> HUB VISIT

Fly the quinjet to Avenger's Tower and go inside. Move to the green circle and operate the computer. When holographic pieces appear in the center of the room, assemble them into blocks and push the two blocks along their tracks. Return to the computer and use it again. Once again, assemble more holographic pieces and then jump onto a series of floor switches. After doing so, use the computer one more time and assemble another set of holographic pieces. This time, destroy the red pillars to complete your objective of running tests on the sceptre.

You now have to liven up the party as Thor, so walk over to the generator and charge it up with lighting to get the party started. Now as Black Widow, you need to make a smoothie. Pick up the banana on the counter and put it in the blender. Next, bob for an apple in a bucket of water and put it in the blender as well. Finally, go to the large present and break it. Assemble the pieces into a pool table and use the table to get the lemon. Put it in the blender to make the smoothie.

As James Rhodes, move around the room and try to tell people a joke. Follow the arrow to three different groups until you finally get a laugh. Next the Avengers take turns trying to lift Thor's hammer, Mjolnir.

Ultron appears and crashes the party. Defeat 12 of the Iron Legionaires that are being controlled by Ultron. Once complete, it's time to fight Ultron! Once he is defeated, get to the quinjet. Pull a lever and climb into the elevator to reach the next level.

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Level 11

Freighter Black Market

Earth's Mightiest Requirement 24,000

Story Mode Characters Unlocked

- Hawkeye (A:AoU)
- Iron Man MK17 (Heartbreaker)
- Iron Man MK38 (Igor)
- James Rhodes

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Level 11

Thor (A: AoU), Iron Man (MK43), Black Widow (A: AoU), and Captain America (A: AoU)

ADVANCE INTO THE FREIGHTER >>>

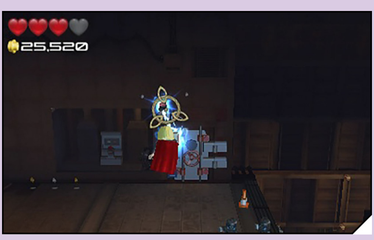
Once the Avengers enter the freighter, they immediately come under attack by sub-Ultrons. After defeating them, take control of Iron Man and switch to his MK16 Nightclub suit. Fly to an upper platform and land, then activate the suit's stealth ability to sneak past a security camera. Enter a small room and press the button on the panel. Climb up the ladder that appears and enter a control room. Defeat the goons inside and press another red button.

> CHALLENGE: LIKE OLD TIMES?

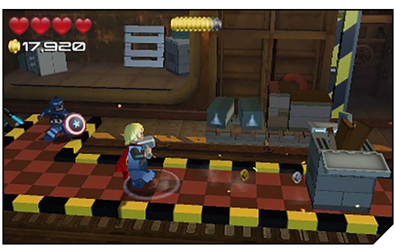
There are five green weapons crates with "Stark" painted on them. Three are in the first area: one near the starting spot, a second one to the left, and the third one appears inside the elevator. Press the red button in the control room until it appears. The fourth crate is near where Hawkeye appears in the area where Captain America gets hypnotized. The last container is near where Thor is in a trance. Destroy all of them to complete this challenge and earn a gold brick.

> CHALLENGE: CAMERA SHY

Before Iron Man enters the control room, use his missiles to destroy two security cameras near the door to get a gold brick. Note that the security cameras will reappear, but you only need to destroy them once.



Several enemies ride down an elevator to the lower level. Switch to one of the heroes and defeat them all. Once the area is clear, push the crate along the track to the end. As Thor, power up the generator with lightning to start a compactor. After it crushes the crate into pieces, assemble those pieces into a kick wall so Cap and Black Widow can access the upper level. Move across to the right, defeating more robots, before dropping down into a lower level to the right.



> RED BRICK (FREEPLAY): RANDOM PROJECTILES

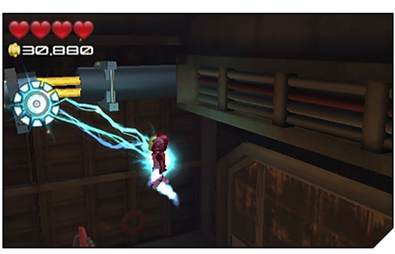
In the control room, press the red button several times until an Asgardian block appears in the elevator. Once that happens, use a character with the ability to destroy those blocks, like Agent Coulson (Shades), to blow it up and get the red brick. Also, Destroyer is an option here, too.

> CHARACTER TOKEN: ULYSSES KLAUE

When you press the red button in the first room, it opens the door to the control room, but closes a door in the control room leading to this token. Therefore, after you bring Black Widow to the upper level, make her use her stealth ability to sneak into the small room past the security camera. Leave Iron Man in the control room and quickly switch back to Black Widow. Use her to press the button in the small room so Iron Man can get the token.

Otherwise, you'll need to use a character who fires arrows (i.e., Hawkeye or Taskmaster) during FreePlay to shoot out the window on the left side of the control room so a flying character can get into this room while the token room door is open.

As Iron Man, switch to the MK38 Igor armor and press the teamwork button to pick up Captain America. Hold down the attack button and aim at the cracked blocks, then release the button to throw Cap at the blocks to break them. Fight off the robots that appear and then fly to the upper platform on the right. Hit the hint marker to learn how to destroy the gold wiring, then switch to the MK17 Heartbreaker armor. Next, fly toward the gold wiring and use the armor's unibeam to destroy the wiring. Finally, get all four heroes on the four pressure pads to open a hatch to the next area.



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Level 11

Hawkeye (A: AoU), Captain America (A: AoU), and Thor (A: AoU)

RESCUE THE HEROES >>>

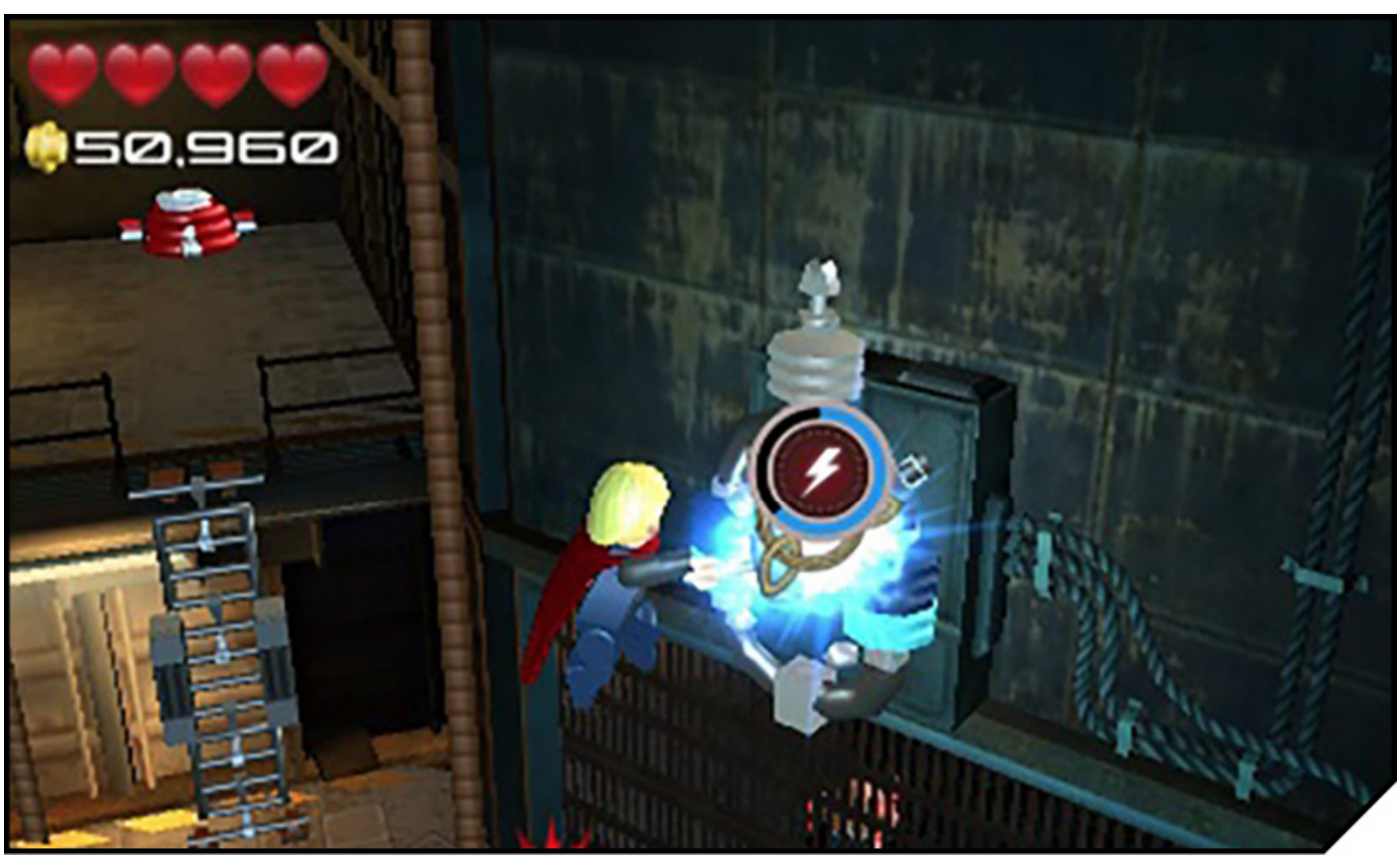
Once the hatch opens, Quicksilver and Scarlet Witch attack and Scarlet Witch hypnotizes all of the heroes. It's now up to Hawkeye to save the day. Move to the right and fire an arrow at the large silver block to blow it up; assemble the pieces into a large sound system complete with lights. This breaks the trance on Captain America, so take control of him and defeat all of enemies in the area. Once that's done, destroy the sound system.

> CHARACTER TOKEN: KLAUE MERCENARY

After destroying the silver block that drops the pieces for the sound system, you can see the opening to a container. Once you get Thor, fly into the opening and move to the back of the container to get this token.

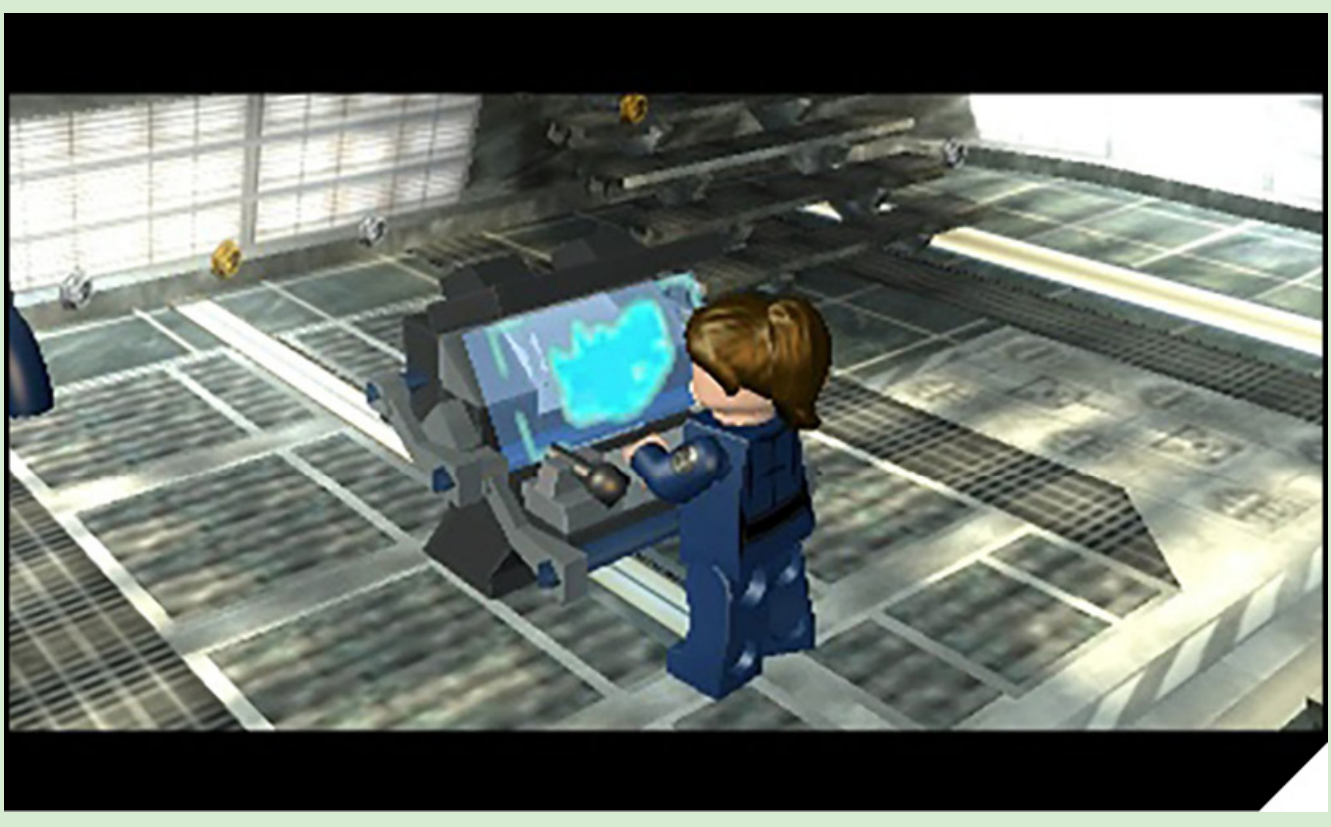
Perform a shield bash to bash through the cracked block to the right. Climb up the ladder and break up a crate; assemble the pieces into a bouncer and use it to reach a catwalk. Move to the left and defeat any enemies that get in the way. Drop down and fight some more enemies before breaking a vending machine. Assemble the pieces into a banquet table that pulls Thor out of his trance.

Switch to Thor and fly to the right. Defeat some enemies and use lightning to charge up a generator located high up on the wall. This opens the cell where Black Widow is being held captive, thus completing the level.



> HUB VISIT

You return to the Avengers Tower as Maria Hill. Move to the nearby console and use it to call in Veronica, which also deploys Iron Man's Hulkbuster armor.



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Level 12

Hulkbuster vs. Hulk

Earth's Mightiest Requirement 33,000

Story Mode Characters Unlocked

- None

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LEGO MARVEL AVENGERS

Level 12
Hulkbuster

DEFEAT THE HULK >>>

Hulk is on a rampage in the middle of the city and Iron Man must stop him. Luckily, he designed Hulkbuster armor for just this situation. Hit the Hulk as much as possible while limiting the damage you take. Jet dashing away from his attacks is a good way to stay safe.

> CHALLENGE: BUSTER MOVE

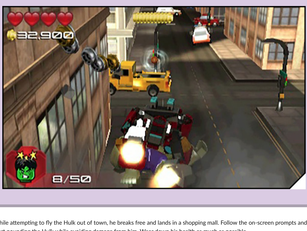
During this first stage, jet dash away from five of the Hulk's attacks to get this gold brick.

> CHALLENGE: CODE GREEN

The streets are filled with vehicles and other objects, such as stands and light poles. This also includes items on the side of a building in a later section of the level. Smash the Hulk into 50 of these objects to collect this gold brick.

> CHARACTER TOKEN: LOU FERRIGNO

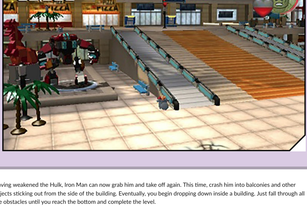
Once you have weakened the Hulk, it's time to take him for a ride to get him out of the city. Fly along and try to inflict as much damage to the Hulk as possible. While flying with the Hulk through the streets of the city, be sure to crash into the yellow pickup truck on the left side of the road to collect this token.



While attempting to fly the Hulk out of town, he breaks free and lands in a shopping mall. Follow the on-screen prompts and start pounding the Hulk while avoiding damage from him. Wear down his health as much as possible.

> RED BRICK: STUD MULTIPLIER X8

There are two red statues on either side of the mall, and a pole with a red bird on it near the middle. Destroy the statue on the left so the bird has nowhere to land. Eventually, it will drop this brick for you to pick up.



Having weakened the Hulk, Iron Man can now grab him and take off again. This time, crash him into balconies and other objects sticking out from the side of the building. Eventually, you begin dropping down inside a building. Just fall through all the obstacles until you reach the bottom and complete the level.

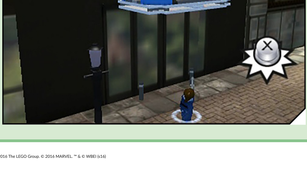
CHARACTER TOKEN: IRON MAN (MK42) >>>

While falling through the building, stay near the center to pick up this token.

> HUB VISIT

As Maria Hill once again, you must recruit three crew members for S.H.I.E.L.D. Start by hopping on the nearby Avenging Cycle and follow the arrows to reach your objectives. When you get to the first one, press the interact button at the green circle. One down, two to go!

Ride to the second crew member and interact again. Finally, hop on the cycle and get to the last crew member, who is on a window washer's platform high above. Hop off the cycle and move in close to the platform so you can see the target on the platform. Take aim at the target on the platform and shoot it to get the crew member down to street level so you can recruit him.



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Level 13

Seoul Chase

Earth's Mightiest Requirement 13,000

Story Mode Characters Unlocked

- Quicksilver
- Scarlet Witch

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Level 13

Captain America (A: AoU)

SECURE THE TRUCK >>>

Captain America jumps onto the truck racing through Seoul and Ultron wants to stop him! Defeat all the Ultron Sentries that attack, but don't ignore Ultron. When he shoots, press the interaction button to block the shots with Cap's shield and deflect them back at Ultron. As he takes hits, Ultron shifts his tactics. Eventually, he will start firing a laser beam. Once again, use the shield to protect Captain America and aim the beam right back at Ultron to damage him. Keep fighting until Ultron lands on the truck and throws the shield down onto the street.

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Level 13

Black Widow (A: AoU)

CATCH UP TO THE TRUCK >>>

The scene shifts to Black Widow, who is riding the Avenging Cycle. The main objective is to get to the truck while avoiding obstacles along the path. Use this opportunity to collect as many studs as possible.

> CHARACTER TOKEN: ULTRON SENTRY

Smash through some objects in an alley to get this token, which is located behind some brown crates at the beginning of the sequence.

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Level 13

Black Widow (A: AoU) and Captain America (A: AoU)

SECURE THE TRUCK >>>

Once Black Widow catches up to the truck, she throws Cap's shield up to him. Press the buttons that appear on-screen to withstand Ultron's assault. After Captain America gets knocked off the truck, you regain control of Black Widow. While riding on the Avenging Cycle, shoot at Ultron to inflict some damage. Watch out for his attacks and maneuver to the side to avoid them.

> RED BRICK: SECRET MAP

As Black Widow starts to attack Ultron, look for a lamppost on the left side of the road with a red brick on top. Shoot the brick to collect it.

> CHALLENGE: SEOUL SURVIVOR

While riding through the streets as Black Widow, avoid all of Ultron's attack to earn this gold brick. A good way to do this is to follow the trail of studs. They help you navigate around the obstacles.

Once you have put the hurt on Ultron, you switch back to Captain America. Shimmy along the side of the truck and jump back onto the trailer. Fight off several Ultron Sentries so that Black Widow can get into the truck and secure the "package".

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Level 13

Quicksilver and Scarlet Witch

SAVE THE CIVILIANS >>>

Ultron has derailed a train and sent it careening down a street filled with civilians. As Quicksilver, you must race ahead of the train and save the civilians.

> CHALLENGE: SEOUL TRAIN

To complete this challenge, you must save all the civilians from the derailed train. To do so, you must run into each civilian and go to the edge of the pavement to drop them off safely. There is a stud chain in front of each civilian, so use that as a clue.

> CHARACTER TOKEN: DOCTOR HELEN CHO

While running through the streets, look for this token on the right side of the street behind some objects.

After Quicksilver clears the streets, you switch to Scarlet Witch. Press the buttons that appear on-screen to bring the train to a halt and complete the level.

> HUB VISIT

Tony Stark and Bruce Banner are back at Avengers Tower. Follow the red arrows to an object; smash it and assemble the pieces into a vacuum robot to suck up Jarvis into the computer.

Walk over to the bookshelf and hit it until a disc drops to the floor. Pick it up and carry it over to the uploader and insert the disc. There are two handles to either side of the device. Jump and grab a handle and the other hero will grab the other one. As they pull down, they create a gold disc. Pick it up and carry it to the computer in the middle of the room.

While several heroes are fighting, you take control of Thor. Assemble a pile of pieces into a generator and use lightning to charge it up and continue to the next level.

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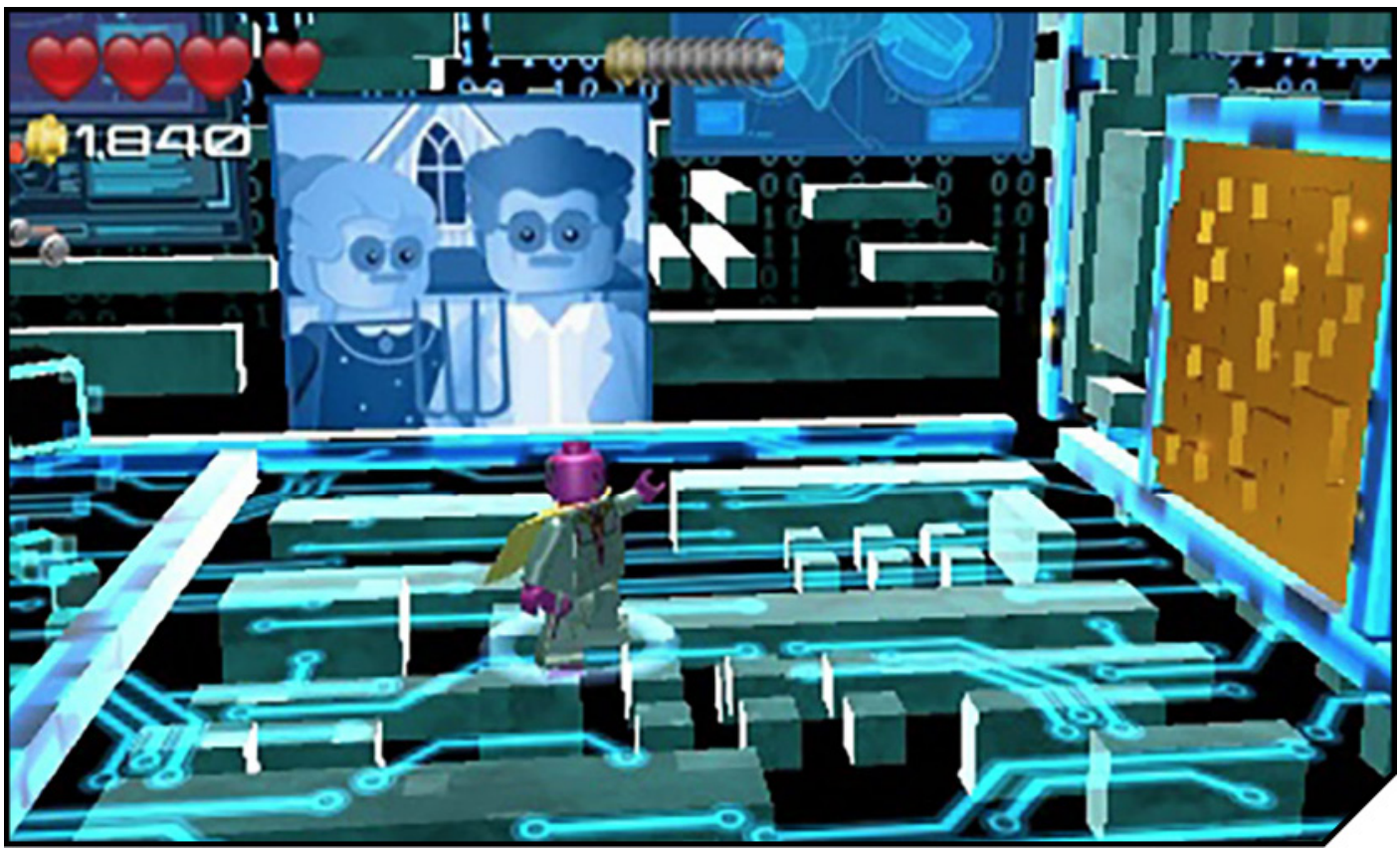
Level 14

Attack on Sokovia

Earth's Mightiest Requirement 40,000



Story Mode Characters Unlocked

- Captain America (No Helmet)
- Iron Man (MK45)
- The Vision

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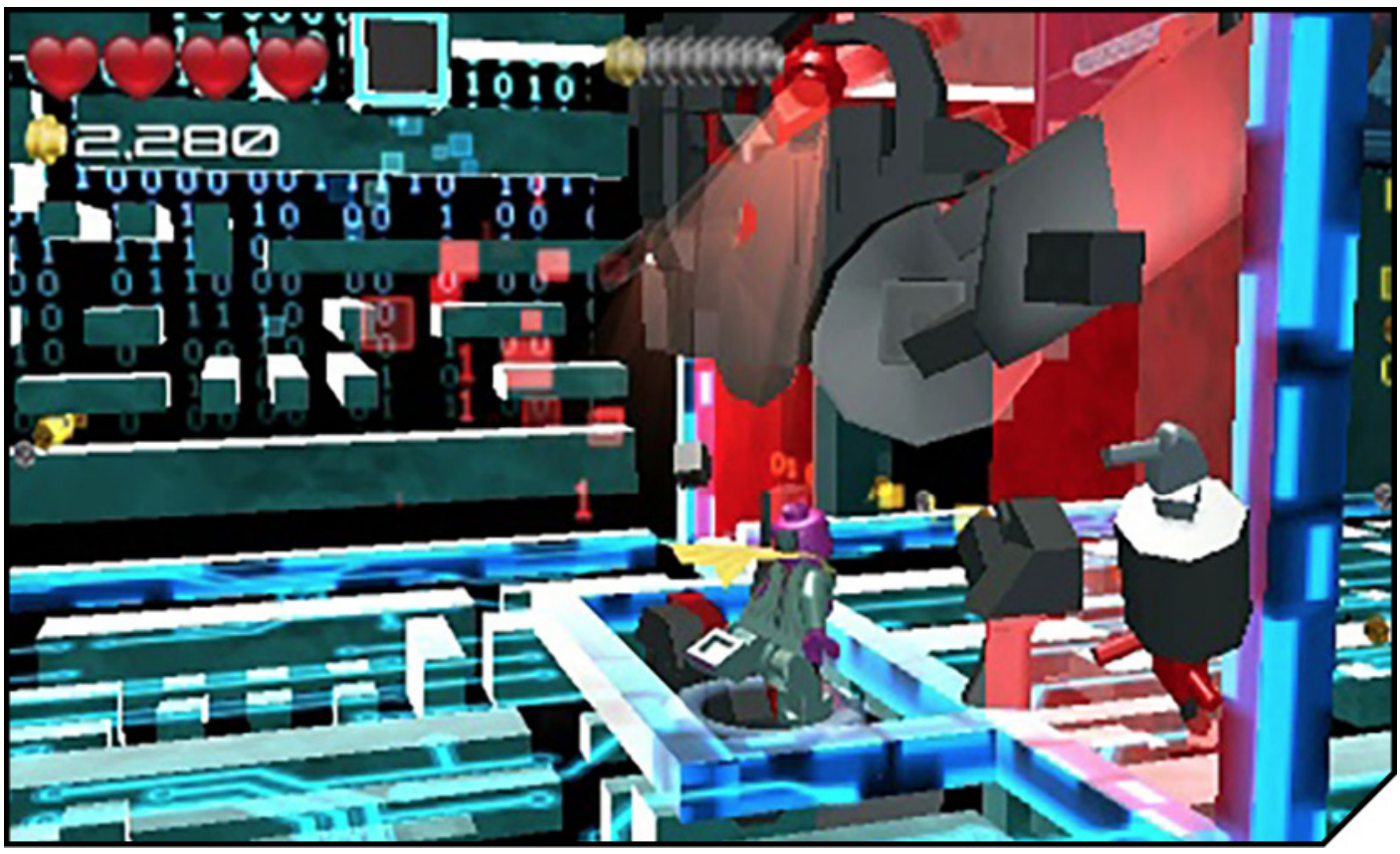
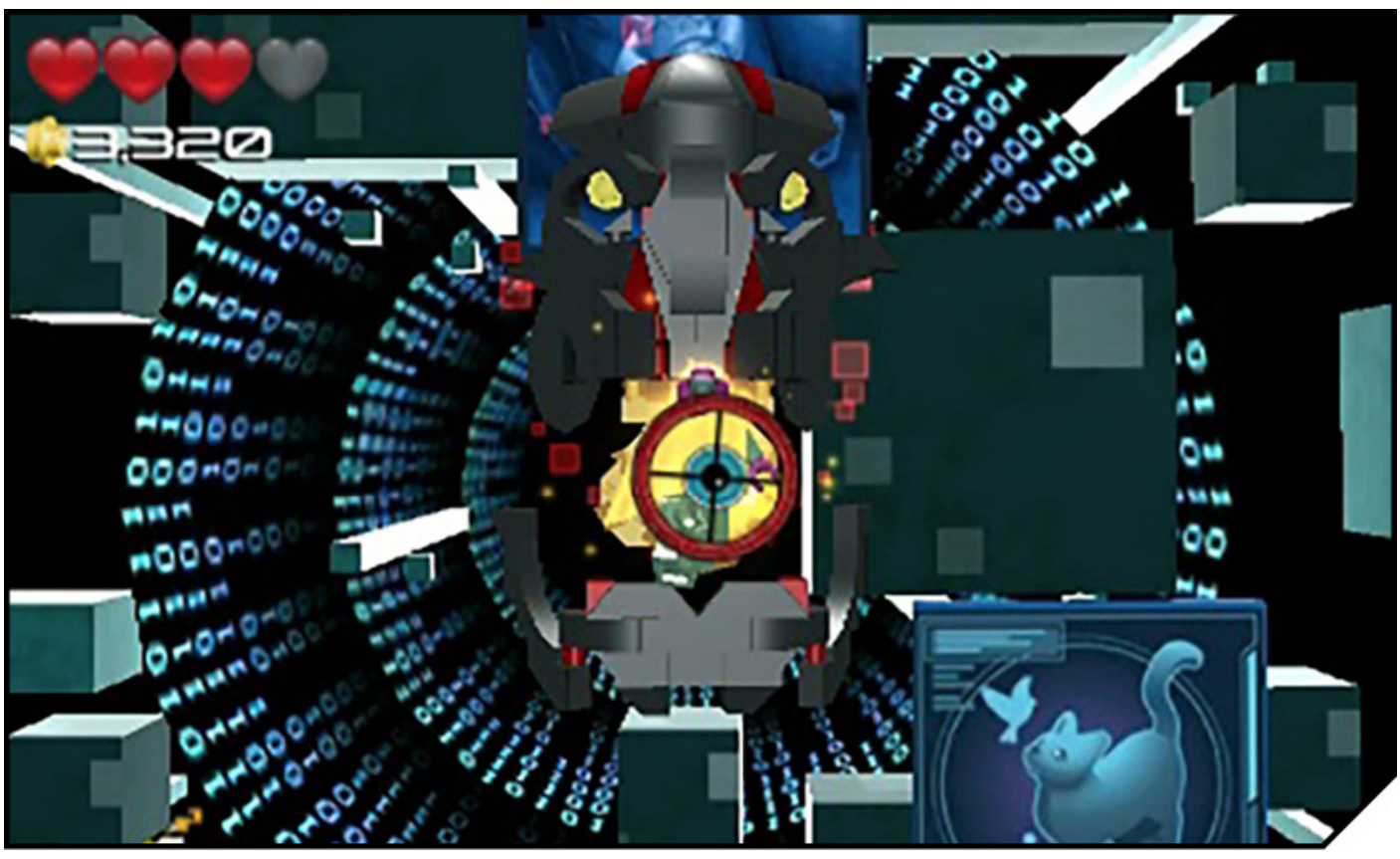
Level 14
Vision

CUT OFF ULTRON FROM THE NET >>>

You begin as the Vision on this level, trying to cut him off from the Net so he can't escape. Head to the right until you locate a golden door. Press and hold the attack button to use the Vision's laser to cut through the door. Continue to the right and cut through another golden door. When you reach a large head, watch as the mouth opens and closes. Wait for it to open and rush inside, timing it just right to avoid being smashed.



A giant Ultron head now floats around the next area firing at you. When it opens its mouth, fire a laser at the gold object in its mouth. Doing so causes the head to release five Ultron Sentries. After the Sentries have been defeated, the head returns. Dodge Ultron's attacks and shoot the golden object in its mouth again. After defeating five more enemies, use the same tactics on the Ultron head a third time to finally stop it.



After the final attack on the Ultron head, assemble the pieces that fall to the floor. Use the newly built console to finish the objective.

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Level 14

Scarlet Witch and Hawkeye (A:AOU)

RESCUE CIVILIANS >>>

As Scarlet Witch, use your powers to defeat eight Ultron Sentries. Once they are eliminated quickly switch to Hawkeye, move to the left, and shoot up at the yellow hook so he can pull himself onto the balconies. Move along them to pick up more studs along the upper area. Move across ropes to get between buildings, then drop down and shoot at the glass of the comic book store on the right. Once it breaks, move through the store to the right.

> RED BRICK (FREEPLAY): STUD MULTIPLIER X10

Go down a ramp to the left in this first area in Sokovia to find a fountain. Using a character with hyper strength, such as the Hulk, pick up the fountain. After doing so, the gushing water carries the red brick with it.

As you continue to another part of the city, you see a building on fire. Use Scarlet Witch's hex powers to pick up the building and move it to the right to the indicated position and save the first of five civilians. By moving the building, you also create a kick wall. Be sure to put the building in the correct position the first time so you can complete the Hexellent challenge.

> CHARACTER TOKEN: IRON MAN (MK33)

After Hawkeye gets to the top of the kick wall, jump to the left and continue moving and jumping in that direction to eventually find this token.

CHARACTER TOKEN: ULTRON PRIME >>>

Before rescuing the civilian trapped in the car on the rooftop, jump across rooftops to the right to find a platform where you can find the token.

Switch to Hawkeye and get to the top of the kick wall. While moving to the right, locate a stranded car on the roof. Break up an object and assemble the pieces into a hook on the car and then shoot at the hook. Pull on the rope to rip the roof off the car to save a second civilian.

>

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Level 14

Scarlet Witch, Quicksilver, Iron Man (MK45), and Hawkeye (A:AOU)

RESCUE MORE CIVILIANS >>>

As you move to another part of the town, Scarlet Witch and Quicksilver must now defeat 12 Ultron sentries.

> CHALLENGE: THEY DIDN'T SEE THAT COMING

Use Quicksilver's dash attack to defeat all 12 of the Ultron sentries to earn this gold brick. If for some reason you are one or two goons short of meeting this challenge, use Quicksilver in the next section because there are two more goons to kill.

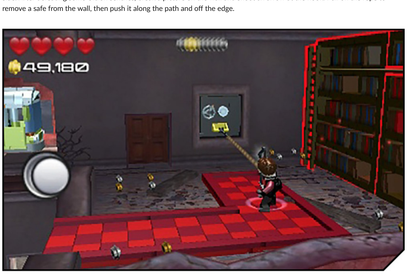
Iron Man flies in to help out. Switch to him and fly up to the object on the right with the super strength handles. Change to the MK38 Igor armor and pick up the object. Throw it at the cracked object to the right to break open a wall and save another civilian.

Change into the MK17 Heartbreaker armor and fly across to the upper floor of the building to the right. Head down the stairs and use Iron Man's Heartbreaker's Chest Beam to destroy a gold statue so the rest of your team can join. As Hawkeye arrives, a bus comes crashing through the building. Take control of Scarlet Witch and use her power to lift the bus and shake the civilian out so he can get to safety. Next, move the bus up and place it near the wall to create a walkway. Be sure to place it correctly the first time to complete the challenge.

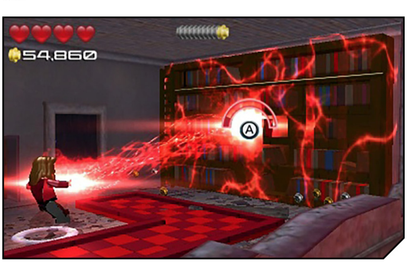
> CHALLENGE: HEXCELLENT

This challenge requires you to use Scarlet Witch's hex powers correctly the first time in two situations. The first is the burning building and the second is the bus. Follow the directions for each and this gold brick will be yours.

Now switch to Hawkeye and head upstairs. Assemble some pieces into a pad, then wall run across the bus to reach the other side. After defeating some Ultron sentries, break a picture on the wall and shoot an arrow at the hook. Pull on the rope to remove a safe from the wall, then push it along the path and off the edge.

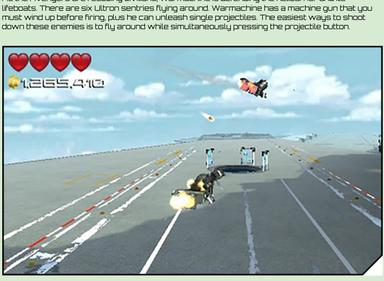


Take control of Scarlet Witch and assemble the pieces from the broken safe into a bouncer. Jump on the bouncy to access the upper floor on the right. Once there, use her hex powers to break open the large bookcase to rescue the fifth and last civilian.



> HUB VISIT

As the Avengers are rescuing civilians, Warmachine is defending the helicarrier and its lifeboats. There are six Ultron sentries flying around. Warmachine has a machine gun that you must wind up before firing, plus he can unleash single projectiles. The easiest ways to shoot down these enemies is to fly around while simultaneously pressing the projectile button.



After defeating all six sentries, you need to destroy 12 others that land on the helicarrier. After defeating the enemies on the helicarrier, more enemies start attacking the lifeboats. Take off and defeat the five Ultron sentries attacking the first lifeboat, then clear away five more from each of the two other lifeboats to complete this objective and continue to the last level.

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Level 15

The Fall of Sokovia

Earth's Mightiest Requirement 27,000

Story Mode Characters Unlocked

- Ultimate Ultron
- War Machine

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Level 15

Captain America (No Helmet) and Thor (A: AoU)

DEFEAT THE ULTRON SENTRIES >>>

You only have Captain America when the level begins. The first objective is to single-handedly defeat 15 Ultron Sentries. Once you accomplish this, Thor arrives. Take control of him and defeat some more enemies. Afterward, use the teamwork ability as Thor to hit Captain America's shield with your hammer and break the glass structure in the middle of the area

> CHALLENGE: ALL OF YOU AGAINST ALL OF ME

To earn this gold brick, you must use your entire team. Make sure you destroy as least five Ultron sentries with each Avenger. Watch the prompts that appear on-screen. During each segment, the initial hero must destroy more than five enemies. Once the second hero arrives, use him or her to defeat at least five more enemies before breaking objects that lead to the next segment.

> CHALLENGE: LIKE THE OLD MAN SAID

Use all of the available teamwork moves to complete this challenge and earn the gold brick. While most of these moves are required to advance to the next segment, there is one you must do on your own. Use Thor and Iron Man's teamwork move before Iron Man destroys the silver objects or you will miss your chance to do this.

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Level 15

Black Widow (A: AoU) and Hawkeye (A: AoU)

DEFEAT THE ULTRON SENTRIES >>>

In the second area, the objective involves defeating 15 Ultron Sentries as Black Widow. Once complete, Hawkeye appears and helps out. Use his arrows to blow up the silver object near the ceiling to continue to the next area.

> RED BRICK (FREEPLAY): INVINCIBILITY

There are some Asgard bricks in the second area. Destroy them using Agent Coulson (Shades) and then assemble the pieces into a jukebox. The red brick will pop out of the jukebox.

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Level 15

Scarlet Witch and the Vision

DEFEAT THE ULTRON SENTRIES >>>

More fighting! This time, you need to defeat 15 Ultron Sentries using the Scarlet Witch and her powers. After Scarlet Witch dispatches these foes, the Vision appears. Defeat some more enemies and use his laser on the gold object in the center of the area. Destroy it to continue onward.

> CHARACTER TOKEN (FREEPLAY): ULTRON SENTRY OFFICER

In the third area, look for a stained glass window on the right side and use a character who can break glass. The token is located on the other side of the window.

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Level 15

Thor (A: AoU) and Iron Man (M45)

DEFEAT THE ULTRON SENTRIES >>>

Once again you have control of Thor. Defeat 15 Ultron Sentries, after which Iron Man joins the fray. Make sure to use the teamwork ability so Thor charges up Iron Man so you can complete this challenge. Then use his missiles to destroy the three silver objects near the ceiling.

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Level 15

Captain America (No Helmet) and Hulk (A: AoU)

DEFEAT THE ULTRON SENTRIES >>>

The Captain is back again! Use him to defeat 15 Ultron Sentries, after which the Hulk arrives. Use the Hulk's teamwork ability to pick up Captain America and throw him at the cracked blocks near the ceiling. When they break, continue to the next area.

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Level 15

Iron Man (M45), Thor (A: AoU), and The Vision

DEFEAT ULTRON >>>

Now that you have destroyed Ultron's army of sentries, it's time to attack him! As each hero in turn, press the buttons that appear on-screen until Ultron is flung backward.

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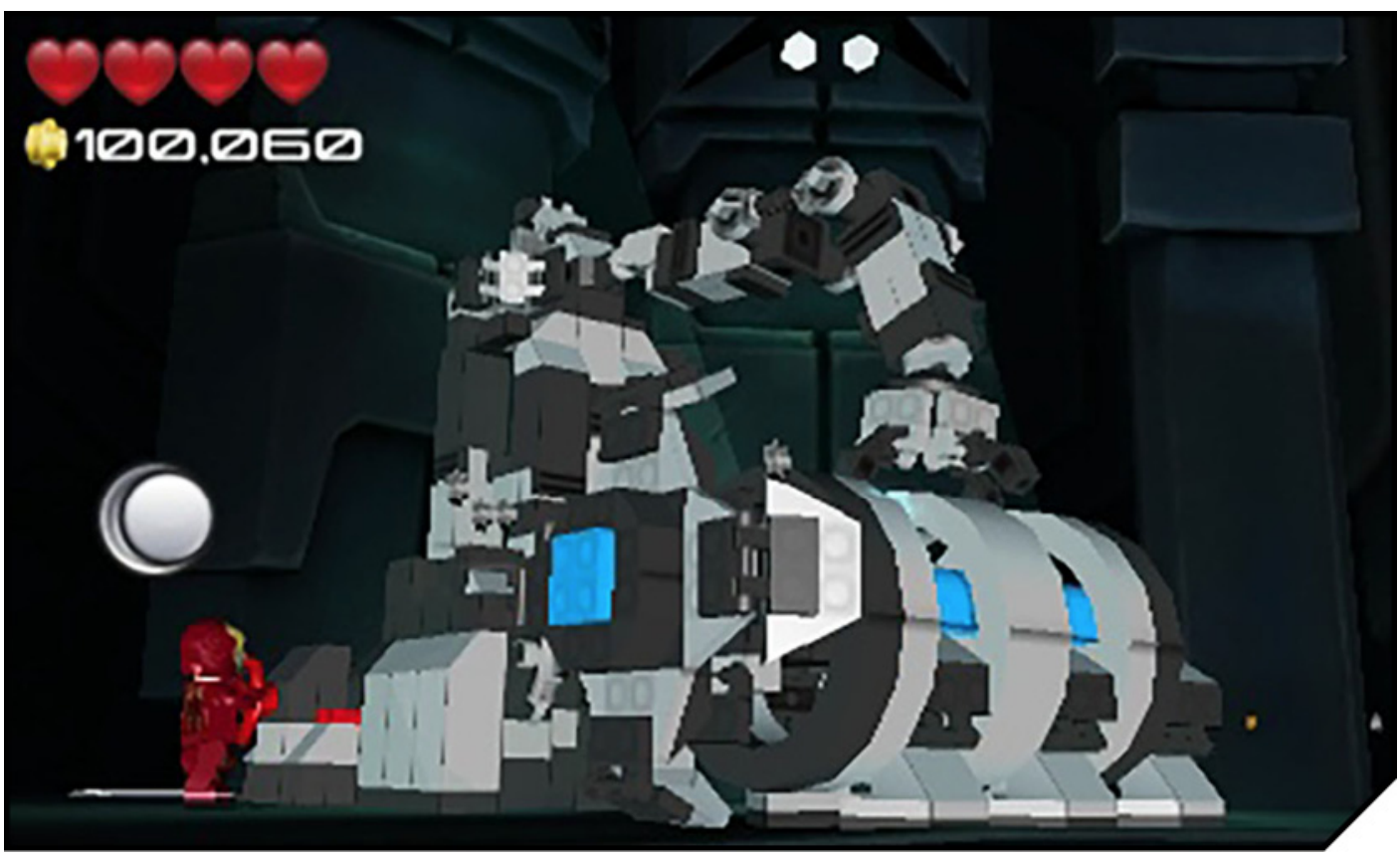
Level 15

Iron Man (M45)

UNCOUPLE THE VIBRANIUM SPIRE >>>

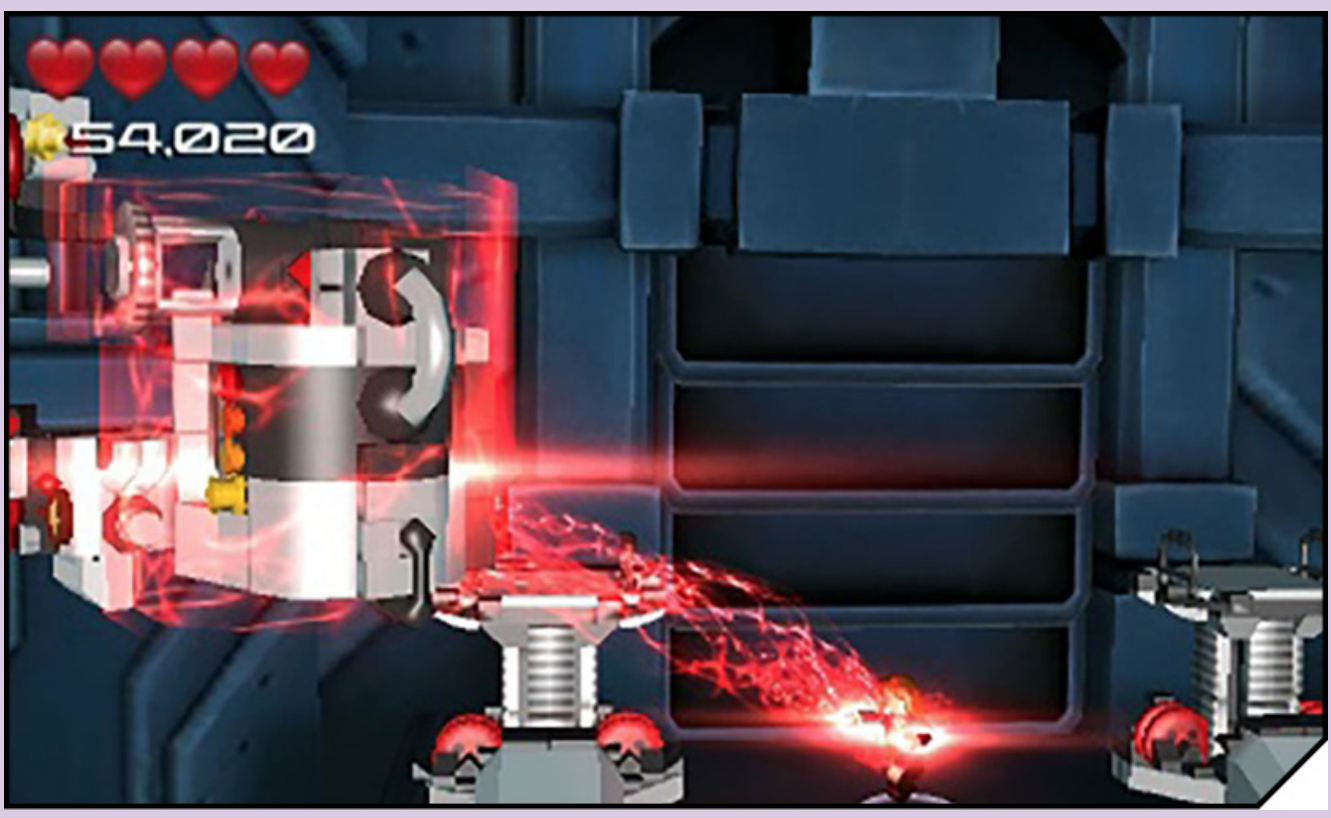
As Iron Man, fly through circles of studs to reach the underside of the city. There you must destroy three lock overrides; shoot the silver objects with Iron Man's missiles. Once complete, land on the green circle and use Iron Man's laser to cut through the gold hatch.

Inside, fly to the left and destroy more silver objects with missiles. Land and assemble the pieces, then use the nearby wheel to operate a robot arm to move an assembly that removes a coupling from the vibranium spire in the middle. Now fly to the right side of the area and use a handle to turn and line up a series of rods near a pressure platform. Fly up and to the left a bit to access the platform. Jump up and down on the platform to crank-start an engine that removes the next coupling from the vibranium spire.



> CHARACTER TOKEN (FREEPLAY): FALCON

While in the chamber with the vibranium spire, switch to Scarlet Witch and stand on the platform at the back of the area. Use her hex power to move a piece of machinery from the left side over to the podium to the right of the large door. Once the door opens, move in and attack the moving object to get to the token.



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Level 15

Thor (A: AoU)

DESTROY THE FALLING CITY >>>

As Thor, defeat a number of goons in this area as you go around breaking up objects. Assemble pieces from this object, as well as pieces from the crashing enemies, into six lightning conductors. Once this is completed, a generator appears. Use Thor's lightning to charge up the generator so he and Iron Man can destroy the city before it falls to Earth.

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Hub (Handheld)

Overview

There are two hub areas that are accessible after completing the second level. You start out in Manhattan and can fly to the Helicarrier, which is hovering over the city. The hubs contain many challenges and collectibles that exist outside of the levels. However, in-between several levels, you must complete tasks and objectives to continue to the next level.

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Hub (Handheld)

Hub: Helicarrier

The helicarrier is located in the skies above Manhattan. If you are in the Manhattan hub, just fly towards the edge of the map to reach the helicarrier hub. Most of the challenges and character tokens are on the exterior of the helicarrier. You can use the elevator in the center of the deck to descend into the ship's interior.

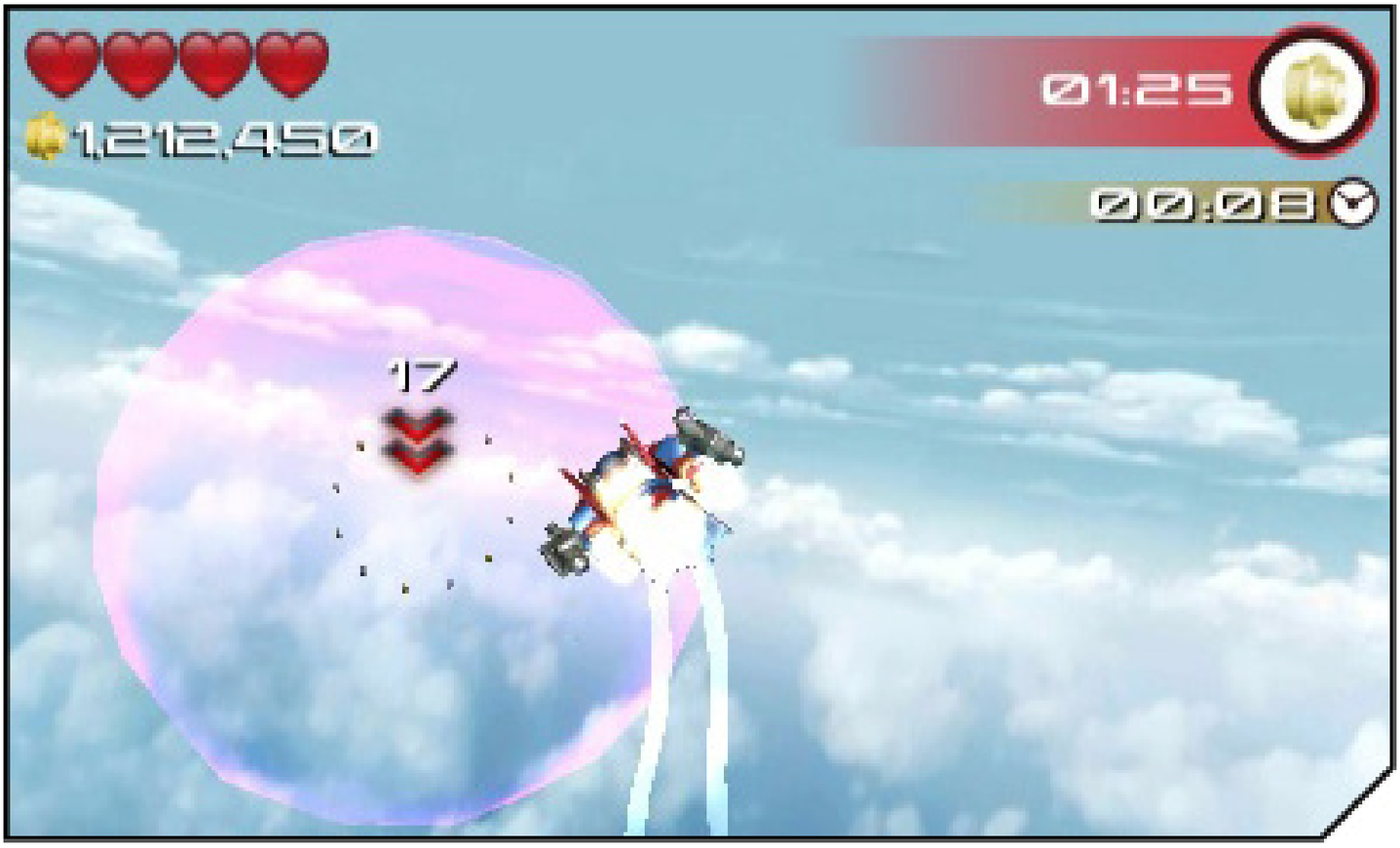
HELICARRIER EXTERIOR >>>

Most of the collectibles and challenges on the helicarrier are located on the deck of the vessel. In addition, there are a couple of character tokens just lying around, waiting to be picked up and added to your collection.

Against the Clock

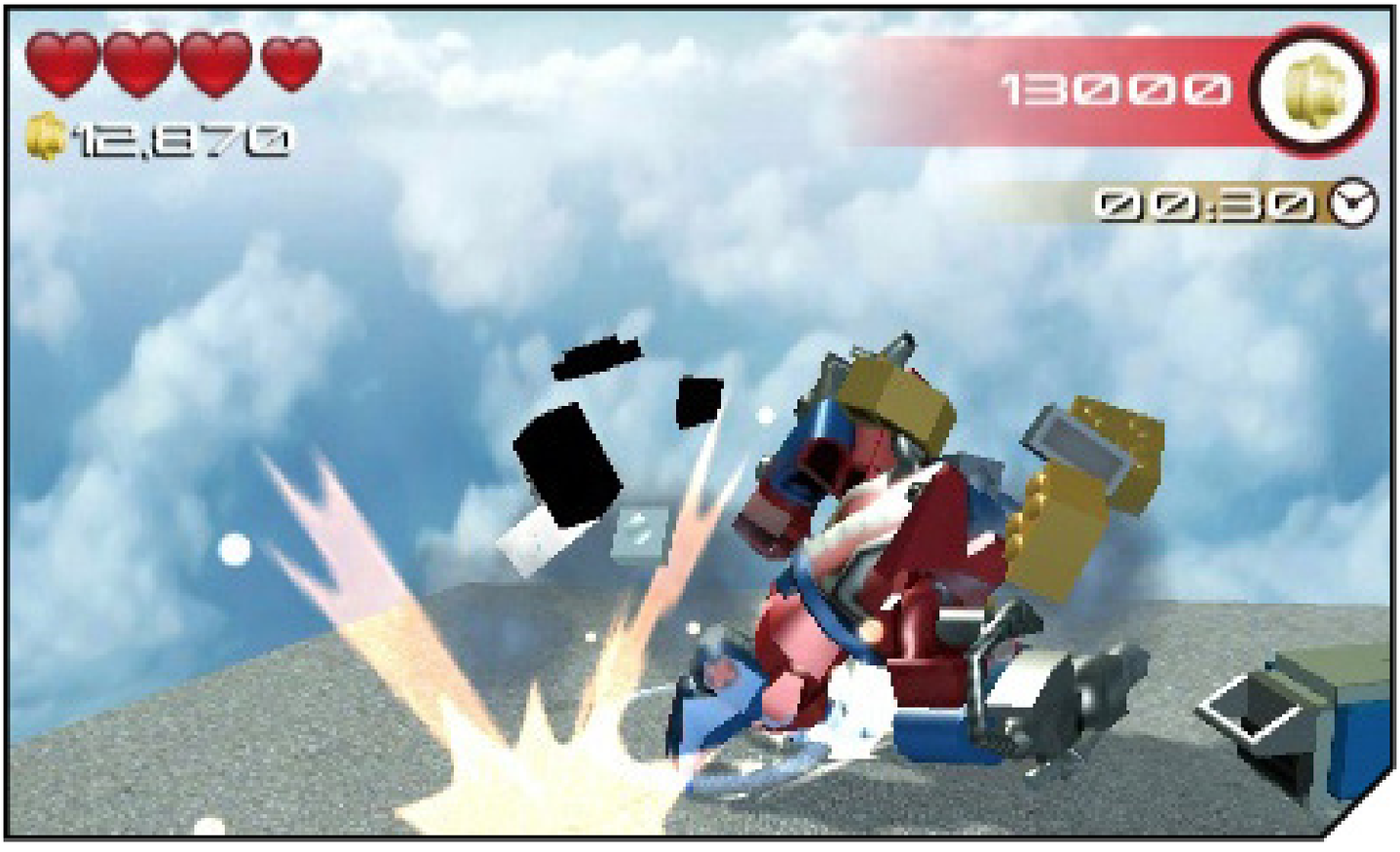
There are two time trial challenges on the helicarrier's deck. The first, Aboat Time, requires that you run through a series of stud circles within 50 seconds. As a reward, you unlock the S.H.I.E.L.D. minicarrier.

The second challenge, Boat Race, requires that you fly through a series of stud circles within 85 seconds to unlock Thanos' Chair. This one is tougher. Complete it along with the first time trial challenge to unlock the Iron Man MK40 "Shotgun" Armor.



Smashing

There are two smash challenges on the deck. The first one is Smash and Carry during which you must collect 13,000 studs by smashing things within 1:20. Complete it to get the token for Crossbones (Classic).



The second smash challenge is Ship Wreck. Here you need to collect 9,000 studs by destroying objects in less than 40 seconds. Completing this task gets you the token for Thanos.

Complete both of these challenges to earn a gold brick and the token for A-Bomb.

Bart-On Target

There are eight Hawkeye targets scattered around the helicarrier. Use Hawkeye to shoot each target to earn a gold brick and the Taskmaster character token. You will need a flying character to get to most of the targets, then switch to Hawkeye and take the shots. There are two near the bow of the helicarrier; each one is located to the side of the runway. You need to drop down into the walkways to get them in your sights. Two more are located at the stern (rear) of the ship. Drop down from the deck to the lower walkway to get them both. Another target is located in front of the left rear turnbine blades (below the deck level). Locate a sixth target near the rear right turbine blades. Finally, the last two targets are on the superstructure that overlooks the deck. Fly up to spot where you can land, then switch to Hawkeye to hit these final targets.

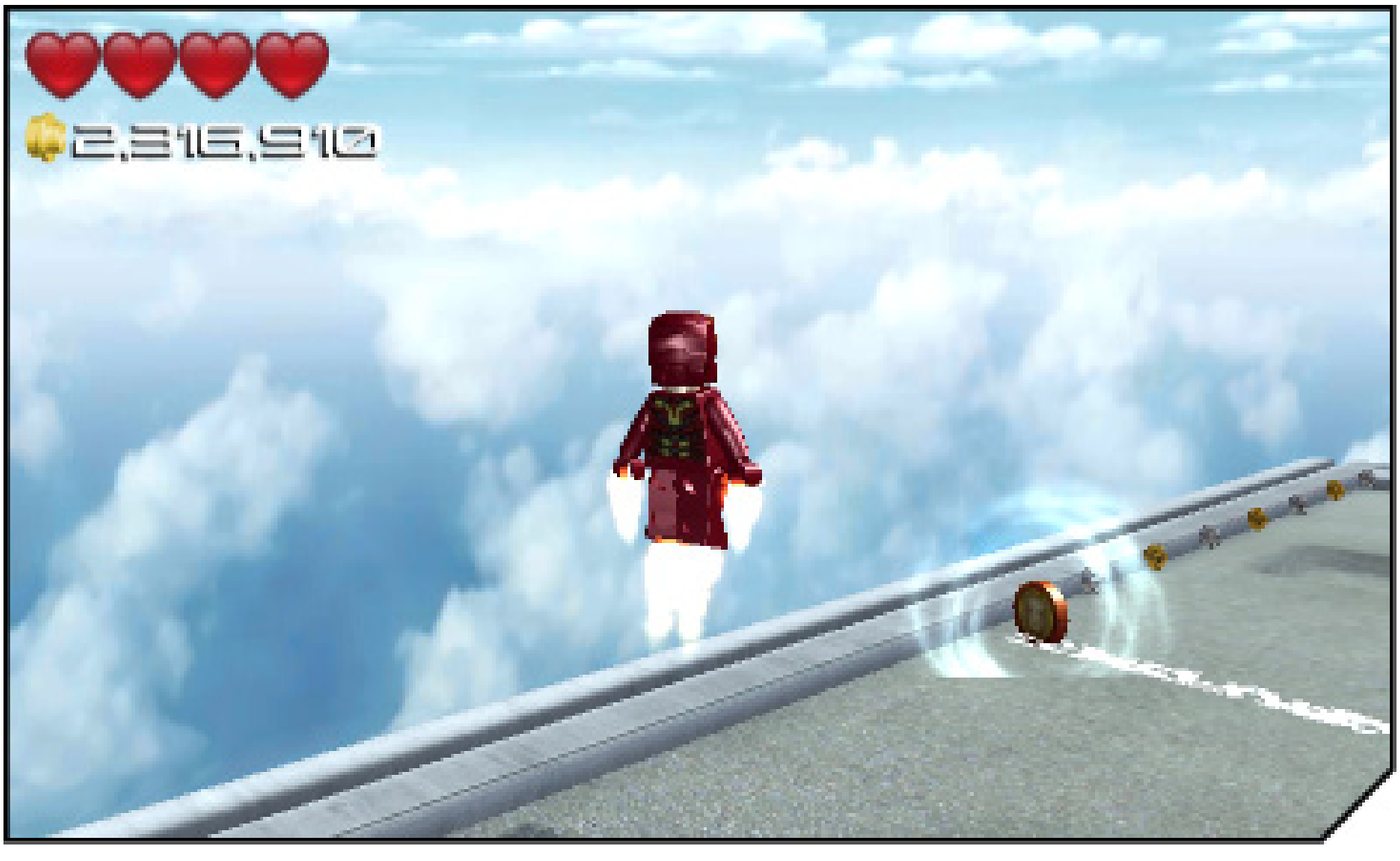
Crate Expectations

There are 10 S.H.I.E.L.D. crates scattered along the exterior of the helicarrier. To open them, you need a character who can access a S.H.I.E.L.D. console. Open all 10 and the last one will reward you with a gold brick and the HYDRA Heavy Soldier character token. Look for these crates on the deck, on the super structure, near the fans, and even on the lower levels. The first two crates are located on the other side of the deck at the bow of the helicarrier. There are two more on the lower level at the stern of the helicarrier. A fifth crate is near the front left turbine blades, while another crate is between the deck and the front right turbine. A seventh crate is to the right of the deck near the middle of the helicarrier. Another crate is located in front of the superstructure and one is on the deck behind the superstrucutre. The last crate is on the superstructure near the rear.

Character Tokens

Thor (Jane Foster)

This character token is located at the end of the lower deck runway near the very front (or bow) of the helicarrier. All you have to do is walk over to it and get it.



S.H.I.E.L.D. Worker

While opening the crates using a character who can access S.H.I.E.L.D. consoles, this character token can be found in a crate on the lower deck near the center of the helicarrier.

Sentry

You need a flying character to get this token, which is hovering over the highest antenna on the superstructure of the helicarrier.

Nova

This character token is a bit tougher to find. Look near the back (or stern) of the helicarrier on a lower level. You need to jump down from the deck to find this token by the helicarrier's engines.

HELICARRIER INTERIOR >>>

There is one challenge and two character tokens within the interior of the helicarrier.

Vintage Set

There are three Captain America trading cards in the interior. Find them all to unlock Dum Dum Dugan. The first card is located in the command center itself; fly up towards the ceiling to get it.

From the command center, go through the door on the left and proceed all the way down the hall to the end to the containment room. The next trading card is on top of the cell where Loki was being held.

The third card is in the weapons hangar on the catwalk. You need a flying character to reach it. The weapons hangar is through the door on the right side of the control room. You can collect the card in the hangar as well as the card in the containment room during the Hub visit after Level 5: Shakespeare in the Park during Story Mode.

Character Tokens

S.H.I.E.L.D. Agent

This character token is located in the control room near the elevator.

Klaue Officer

Go to the weapons hangar to find this character token in the far-left corner.

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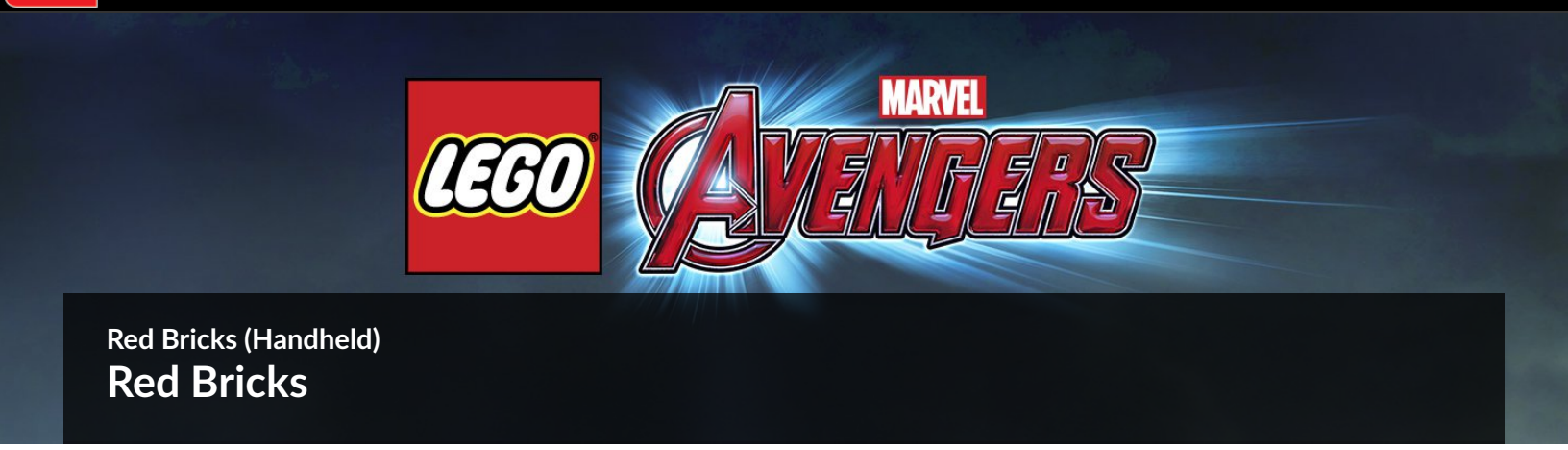

Red Bricks (Handheld)

Red Bricks

Each story level includes one red brick. Some are easy to find, while others are only accessible during FreePlay after you unlock additional characters with specific abilities. After finding a red brick, you must purchase it and activate it to use it. This is accomplished from the menu.

Red Bricks

Name	Description	How Unlocked?	Price
Disc Jockey	Hear different music in each level	Use Lightning to power up a generator in Level 2: HYDRA Fortress	100000
Enemy Loot	Enemies will drop studs when defeated	Cut through a gold door in Level 10: Saving New York	250000
Fast Build	Build LEGO objects at super speed	Break glass objects in Level 5: Shakespeare in the Park	50000
Helium Voices	Everyone has squeaky voices	Shoot down a blimp in Level 9: Leviathan Ride	100000
Instant Finisher	Perform an instant finishing move on any enemy you attack	Use Hex powers to destroy a HYDRA tank in Level 1: Prologue	250000
Invincibility	Become invulnerable to damage from enemies	Destroy Asgard bricks and assemble them in Level 15: The Fall of Sokovia	500000
Mega Jump	Increase the power of Hyper Jumps	Use some twirl poles during the chase section just before the wall run section in Level 6: Attack on the Helicarrier	100000
Random Impacts	Create a range of wacky impact effects when you hit enemies	Use Hex power to open a door in Level 4: HYDRA Train	100000
Random Projectiles	Create a range of wacky shots when you fire ranged attacks	Destroy an Asgardian block in the elevator in Level 11: Freighter Black Market	100000
Secret Map	A guide to help find collectibles in Manhattan	Shoot the red brick on top of a lamppost in Level 13: Seoul Chase	250000
Stud Magnet	Triple the range at which studs are collected	Hack into a safe in Level 8: Battle of New York	250000
Stud Multiplier x4	Multiply the value of collected studs by 4!	Collect it as you are driving in Level 3: Loki's Escape	50000
Stud Multiplier x6	Multiply the value of collected studs by 6!	Destroy 3 Asgardian containers in Level 7: Raising the Helicarrier	150000
Stud Multiplier x8	Multiply the value of collected studs by 8!	Smash objects to prevent the parrot from landing in Level 13: Hulkbuster Vs. Hulk	250000
Stud Multiplier x10	Multiply the value of collected studs by 10!	Pick up a fountain in Level 14: Attack on Sokovia	500000

> *SPENDING STUDS*

As you begin collecting studs, it is tempting to spend them on new characters or red bricks. The best strategy is to save your studs while playing through the story levels. Purchase the Stud Multiplier red bricks as soon as possible and activate them. The Stud Multiplier x4 red brick can be obtained in the third level. By then, you should have the 50,000 studs to purchase it and then activate it. As you play through subsequent levels, you earn four times the amount of studs you would normally. The stud multiplier red bricks can be activated together. So, if you have all four activated, you actually have a stud multiplier of x1,920!

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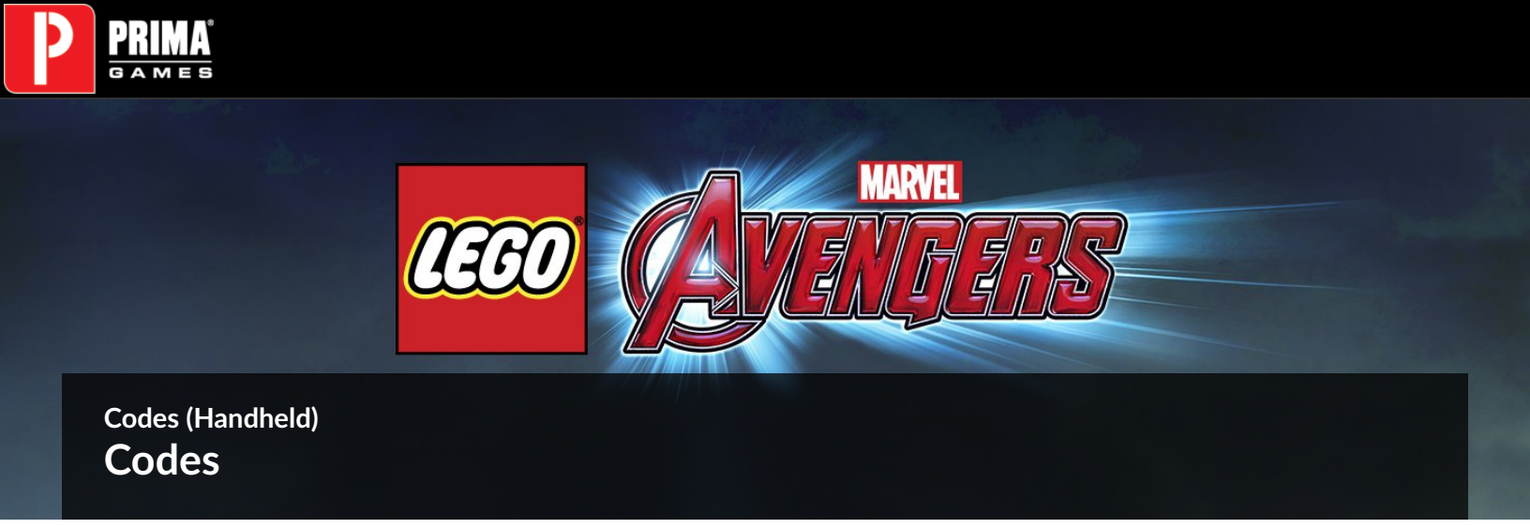

Codes (Handheld)

Codes

Character Codes

A-Bomb	2K8QCG
Amadeus Cho	3ZDB2W
Bengal	8HG9HC
Butter Ball	MJNFAJ
Chase	93NNGB
Cottonmouth	BTS8M6
Count Nefaria	ZNCK2S
Diamondback	UNECSY
Finesse	WU9YBF
Firebird	RABVV7
Iron Man (MK33--Silver Centurion)	4AKZ4G
Mantis	M562MB
Quasar	N4YANB
Skaar	MFUPE7
Speed	K66TQP
Striker	XP9QX9
Swordsman	R9CWTF
Thunderstrike	JWRGP4
Tigra	D4RREH
Veil	A7BRT4

Vehicle Codes

Quinjet (Mini)	9KFJ7A

Red Brick Codes

Fast Build	5MZ73E
Minikit Detector	JYJAFX

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PlayStation Vita Trophies (Handheld)

PlayStation Vita Trophies

Name	Description
Shawarma Time	Collect all other trophies
True Believer	Complete all “Earth’s Mightiest” challenges
Taneleer Tivan Too	Complete all “Collector” challenges
Challenge Accepted	Complete all level challenges
Extended Universe	Unlock all characters
Team Player	Use all eight teamwork moves. Tip: This is easy to get during Level 15: The Fall of Sokovia since you need to do several teamwork moves and have access to the necessary characters..
Key to the City	Complete all Manhattan and Helicarrier challenges
Theta Protocol	Unlock all vehicles
It’s All Connected	Complete all character side missions
Hulk Physics	Chain together 4 hyper jumps as Hulk
Wall Power	Smash 10 objects using Hulk’s punch on a wall
Repulsor Slide	Perform a repulsor blast during a landing slide and smash an object
Hail Hydrant	Smash 25 Hydrants in the HUB
Yeah, You Better Run	Earn gold trophies in all the Time Trial challenges
Hulk Smash	Earn gold trophies in all the Smash challenges
Some Assembly Required	Complete the Prologue Levels (1A & 1B)
Avengers Assembled	Complete the Avengers Assemble Levels (2-9)
No Strings on You	Complete the Age of Ultron Levels (11-15)
Science Bros!	Perform a teamwork move with Tony Stark and Bruce Banner
Boom, You Looking For This?	Perform a teamwork move with Iron Man and War Machine
How About That?	Defeat 30 enemies using 400% charge attacks. Tip: Complete this during Level 15: Fall of Sokovia.
Reflected Glory	Defeat three enemies at once with the Beam Reflector teamwork move
Good Vibrations	Defeat 20 enemies with the Shield Shockwave teamwork move. Tip: Complete this during Level 15: Fall of Sokovia.
Low-Key	Perform 10 stealth finishers as Loki
Ant-y Climax	Defeat 10 enemies as Ant-Man while small
That’s How Dad Did It!	Defeat six enemies at once with Iron Man missiles (Tip: Much easier if done in Level 15 after constructing build-it from Asgard LEGO.)
Bow Selecta	Use all of Hawkeye’s trick arrow types (Tip: Use all of Hawkeye's trick arrow types to destroy gold, silver, and glass LEGO objects.)
Horse Fly	Throw Beta Ray Bill with Hulk
House Party	Unlock all the Iron Man suits
Grand Slam	Smash 10 objects using a Hyper Jump Slam
Fly While You Fly	Spawn the mini helicarrier on the large helicarrier.
I Have Powers Too	Smash the piano in Avengers Tower as Hawkeye
Fueling Quinjet	Smash 10 fuel tankers with the Quinjet
Heartburn	Perform the “Heartbreaker” finishing move. Tip: This can only be performed by the Iron Man MK17 "Heartbreaker" armor. It is easier if you have the Instant Finisher red brick activated.
Driving Me Nuts	Fly the Squirrel-a-gig as Squirrel Girl

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